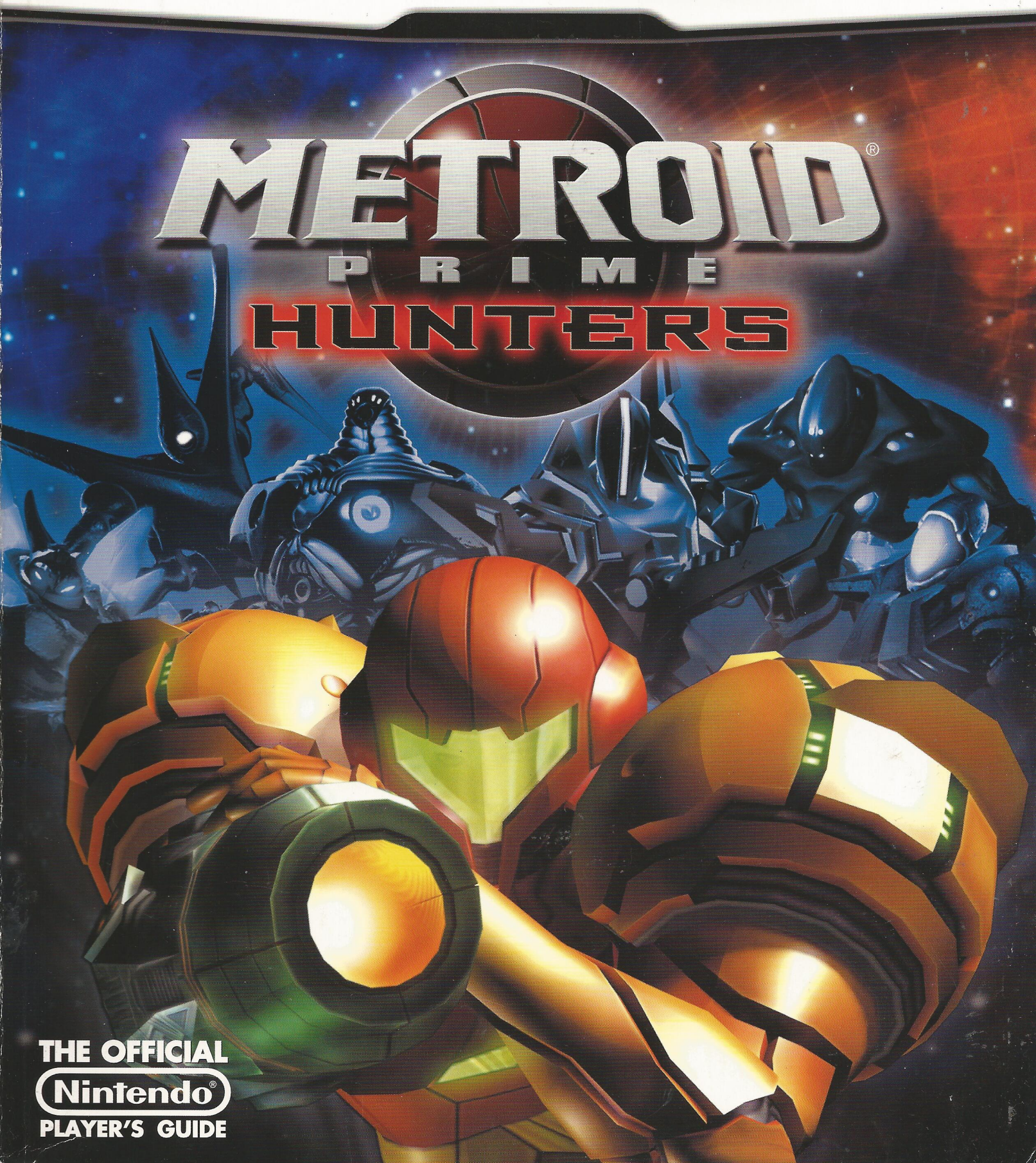
THE OFFICIAL GUIDE FROM NINTENDO POWER

NINTENDO DS™



THE OFFICIAL Nintendo® PLAYER'S GUIDE

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PLAYER'S GUIDE

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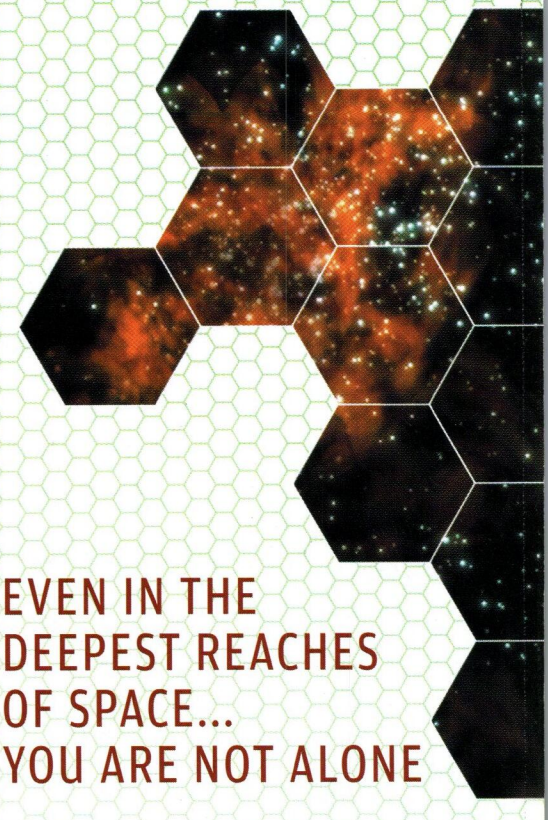
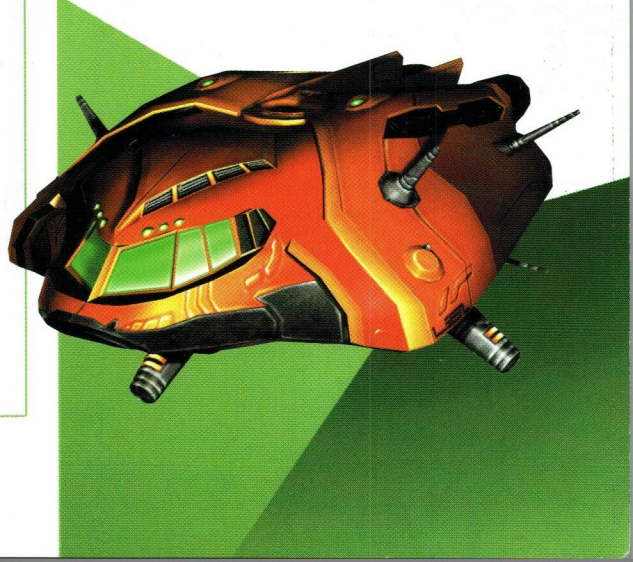


EVEN IN THE DEEPEST REACHES OF SPACE... YOU ARE NOT ALONE

"The secret to ultimate power lies in the Alimbic Cluster." Whether this mysterious communiqué is true or not, it has snared more than a few interested parties.

Bounty Hunters from all over the universe are now descending on the ruins of the Alimbic people in hopes of claiming this power for themselves. As a representative of the Galactic Federation, Samus Aran must explore the Alimbic Cluster, as well. She'll have to watch her back: the other hunters will let nothing get in their way.



THE HUNTERS

The most notorious hunters in the galaxy have converged on the Alimbic Cluster, where they'll stop at nothing to claim their prize.

UNIQUE WEAPONS AND ALTERNATE FORMS

Just as Samus has her Morph Ball form, each bounty hunter has an alternate form that allows him to squeeze through tight spots and move at high speeds. These forms were built for combat as well as mobility, and each one has built-in weaponry that can be deadly in the right situation.

In addition to their alternate forms, each bounty hunter comes preloaded with a signature weapon, such as Samus's Power Beam.

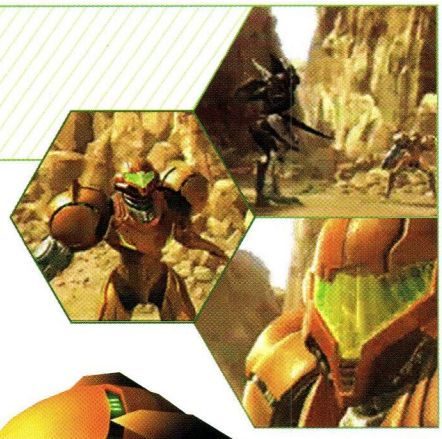
DEADLY ENEMIES

In the single-player Adventure mode, Samus will find the rival bounty hunters to be among her toughest foes. Don't expect any professional courtesy—these vicious killers will do anything to steal your Octoliths, and they specialize in striking at the worst possible times. To tilt the odds in your favor, you'll need to learn each of the bounty hunters' fighting styles, weapon abilities, and weaknesses. Each one will attack multiple times, so you'll have many opportunities to practice. Surviving these sparring sessions is the tricky part.

PARTNERS IN CRIME

In Multiplayer mode, you can play as Samus or any of the hunters that you've defeated in Adventure mode. Playing as the new bounty hunters is a very different experience from playing as Samus; each has an affinity for a different weapon, and a completely different alternate form. (Even their visors looks different!) You can also team up with other hunters to make a two-on-two multiplayer game, and use their varying abilities to complement each other.

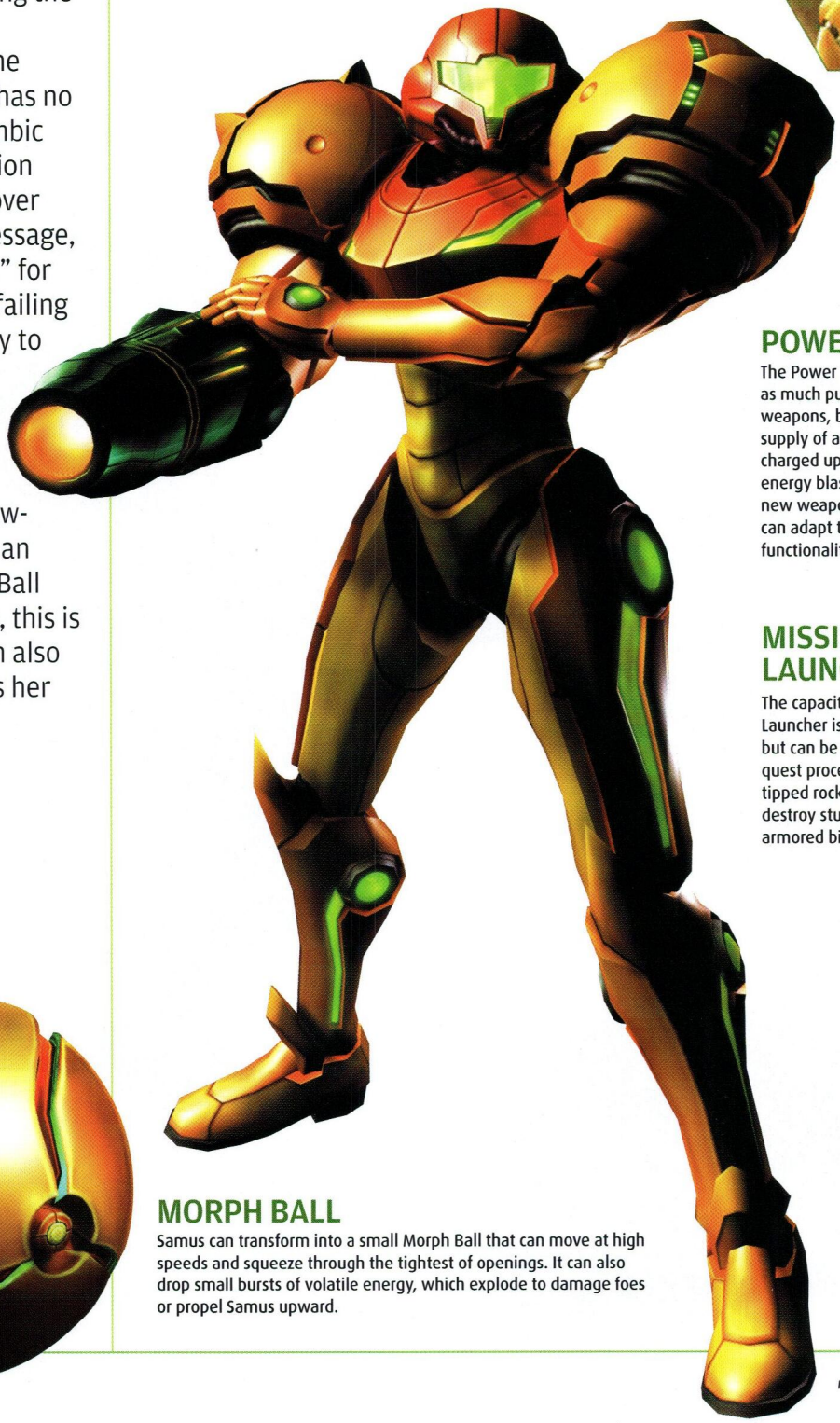
SAMUS ARAN



As an agent of the Galactic Federation, Samus Aran is known throughout the galaxy for her heroic efforts at vanquishing Space Pirates and eradicating the Metroid scourge.

Samus is unique among the bounty hunters in that she has no interest in claiming the Alimbic power for herself. Her mission objective is threefold: Discover the meaning behind the message, secure the "ultimate power" for the Galactic Federation or, failing that, do whatever necessary to ensure that it does not fall into enemy hands.

Samus is equipped with her trademark arsenal: a versatile Power Beam, a powerful Missile Launcher, and an unlimited supply of Morph Ball Bombs. In Adventure mode, this is only the beginning—she can also find and equip the weapons her rivals use.

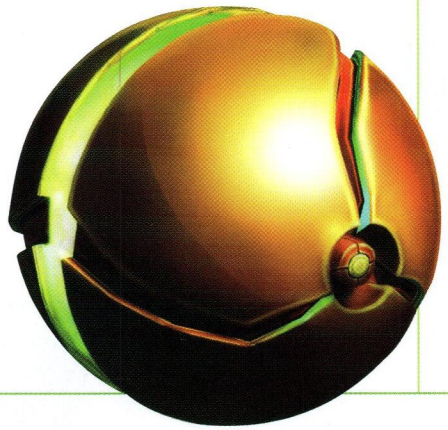


POWER BEAM

The Power Beam may not pack as much punch as other weapons, but it has an unlimited supply of ammo and can be charged up to fire powerful energy blasts. As Samus finds new weapons, the Arm Cannon can adapt to incorporate their functionality.

MISSILE LAUNCHER

The capacity of the Missile Launcher is quite limited at first, but can be expanded as your quest proceeds. The explosive-tipped rockets it fires can destroy sturdy objects and armored bioforms alike.



MORPH BALL

Samus can transform into a small Morph Ball that can move at high speeds and squeeze through the tightest of openings. It can also drop small bursts of volatile energy, which explode to damage foes or propel Samus upward.

KANDEN

Kanden was designed to be the ultimate soldier, powerful in form and unfettered by emotion. But a flaw in the mental-encoding process scrambled his mind, leaving him with the ferocity of an animal but only a tenuous grasp on sanity. Kanden managed to escape from the research lab alive, but those who created him weren't so lucky. They were only the first of Kanden's many victims.

Relentless, remorseless, and possessing an incredible talent for tracking and killing prey, Kanden soon found his calling as a bounty hunter. Though he is fairly new to that line of work, he has already earned a reputation as one of the most feared and respected hunters in the galaxy. He knows he won't be the only hunter lured to the Alimbic Cluster by the promise of ultimate power, and he relishes the opportunity to prove his superiority.

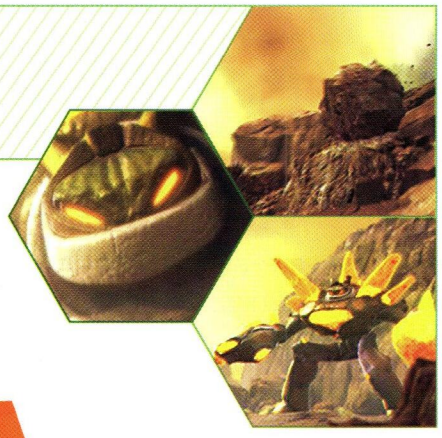
VOLT DRIVER

Kanden wasn't the only creation of the Enoema Living Weapons project. Like the bounty hunter who wields it, the Volt Driver is a living weapon that incorporates DNA from several different creatures that specialize in surviving hostile environments. Its hard exoskeleton protects a gelatinous body that is capable of transforming energy from a planet's magnetic field into waves of high-voltage electricity. The Volt Driver can then discharge that energy as high-velocity energy blasts.

STINGLARVA

Kanden was given a massive dose of DNA from predatory insects. This has bestowed him with the ability to transform into a Stinglarva, one of the galaxy's quickest and deadliest arthropods. Its segmented tail lashes out at its target and explodes on contact; the Stinglarva's tail then regenerates, but its target is rarely so lucky.

SPIRE



Spire is the last known Diamont, a race of beings whose bodies are composed entirely of rock. Spire has no idea what has become of the rest of his kind, and has chosen the life of a bounty hunter for the opportunities it provides him to travel the galaxy and seek information about their fate. He is as happy to apprehend felons as he is to commit crimes himself—whatever brings him closer to the answers he seeks.

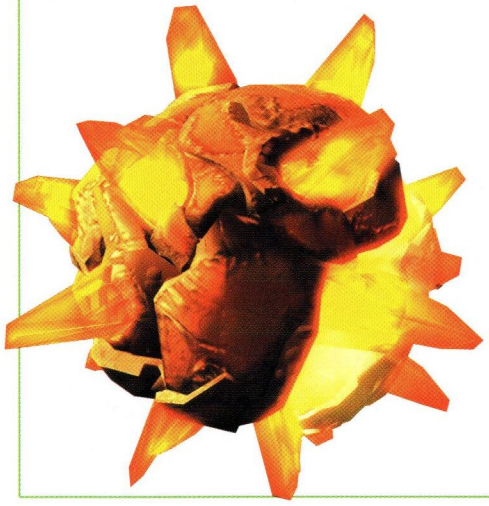
Spire is interested in the mysterious fate of the Alimbics as well as their promised power source. Perhaps solving the riddle of the lost Alimbic race will get him one step closer to solving the riddle of his own.

MAGMAUL

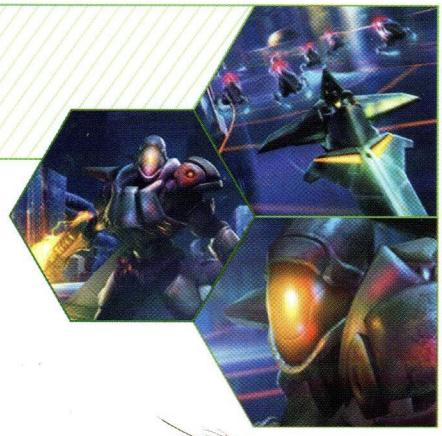
The Magmaul's hydrogen core burns at temperatures in the thousands of degrees, allowing it to expel deadly blobs of superheated magma. Spire first found this weapon on his homeworld of Mondreus, where the Diamont people used it in combat for generations.

DIALANCHE

Spire is capable of compacting himself into a dense boulder that can roll at high speeds. When threatened in this form, he can extend two swordlike limbs to strike at his foes.



WEAVEL



Weavel and Samus have met once before—when Weavel was a Space Pirate general defending the pirate base Brinstar from the Galactic Federation. Samus won that battle and left Weavel for dead, but although his body was destroyed, his brain and spinal cord remained intact.

Weavel was rebuilt as a cyborg by his Space Pirate cohorts and given an experimental Power Suit that perfectly meshed with his cybernetics-enhanced frame. With that suit, he regained much more than his previous strength and mobility, and quickly vaulted to the top ranks of the Space Pirates assassin force. Ruthless and efficient, Weavel delighted in doing the dirty jobs that no normal pirate could survive.

Now Weavel has left his post to visit the Alimbic Cluster in search of the secret to ultimate power. It is unclear whether he intends to deliver it to the Space Pirates or keep it for himself.

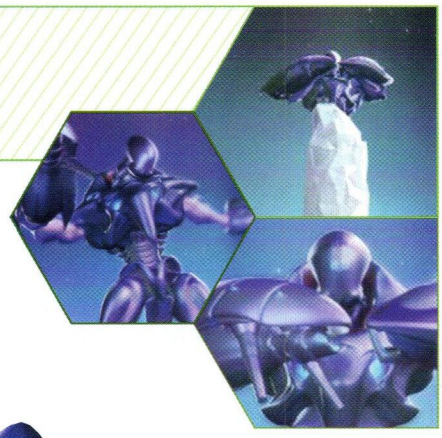
BATTLEHAMMER

The Battlehammer is a tried and true weapon that has been a favorite of Space Pirates for half a century. Mechanically it is crude, but seasoned warriors who know how to handle a Battlehammer swear by its power. It uses a miniature nuclear engine to propel heavy projectiles in an arc.

HALFTURRET

Weavel's entire lower body is a mechanical construct, and he is capable of detaching it so it can serve as an automated turret while his upper body roams the battlefield to flush out enemies.

NOXUS



The Vhozon race makes its home in the icy outer rim of the galaxy, where it wages constant war on the forces of chaos and evil. Noxus follows his race's strict moral and spiritual code, and has become a bounty hunter to administer justice to felons and sinners throughout the galaxy.

Though the Vhozon and the Galactic Federation share a strong belief in justice, they define the word very differently. The Vhozon are absolutely merciless to those who violate their strict rules of morality, and their methods have left them at odds with the galaxy's other civilized societies.

When Noxus heard the telepathic communiqué, he did not hesitate to set a course for the Alimbic Cluster. He is determined not to allow the ultimate power to fall into the hands of a heretic.

VHOSCYTHE

The Vhozon homeworld is as harsh and unforgiving as the Vhozon themselves. To keep warm in freezing temperatures, the Vhozon create friction by spinning at incredible speeds. Noxus has become adept at using his spinning form as both a means of escape and a weapon.

JUDICATOR

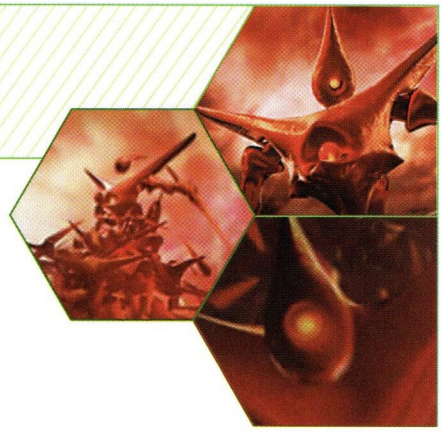
The Judicator is a powerful weapon given to acolytes who reach the fifth level of Vhozon Codex training. It can literally shatter the unworthy by blasting them with streams of energy that have been supercooled to nearly absolute zero.

TRACE

The Kriken are a widely despised race whose thirst for conquest is nearly insatiable. At a certain age, young Kriken like Trace are exiled from their homes and are expected not to return until they have found a planet worthy of invasion by the Kriken war host.

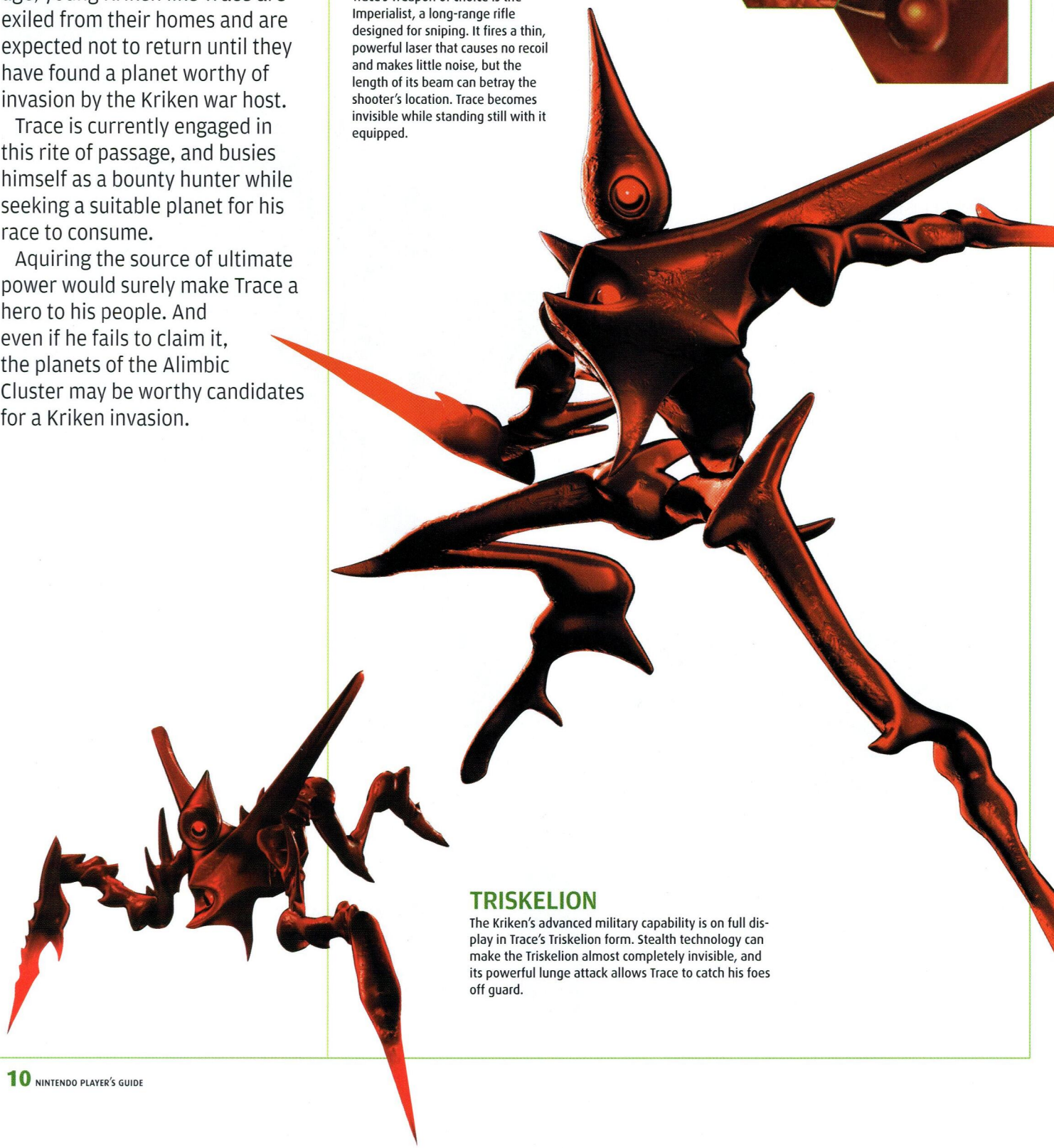
Trace is currently engaged in this rite of passage, and busies himself as a bounty hunter while seeking a suitable planet for his race to consume.

Aquiring the source of ultimate power would surely make Trace a hero to his people. And even if he fails to claim it, the planets of the Alimbic Cluster may be worthy candidates for a Kriken invasion.



IMPERIALIST

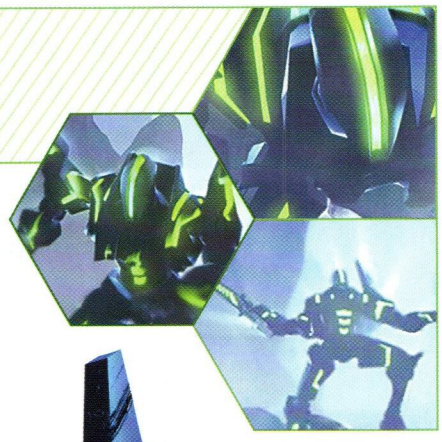
Trace's weapon of choice is the Imperialist, a long-range rifle designed for sniping. It fires a thin, powerful laser that causes no recoil and makes little noise, but the length of its beam can betray the shooter's location. Trace becomes invisible while standing still with it equipped.



TRISKELION

The Kriken's advanced military capability is on full display in Trace's Triskelion form. Stealth technology can make the Triskelion almost completely invisible, and its powerful lunge attack allows Trace to catch his foes off guard.

SYLUX



Sylux was already in pursuit of Samus Aran when the Alimbic transmission was broadcast. For reasons no one knows, Sylux has long nursed an intense hatred of the Galactic Federation, its member planets, and most of all, its star bounty hunter, Samus.

Sylux may well be Samus's equal—resourceful, efficient, and infinitely patient. The mysterious hunter has been tracking Samus secretly for days, waiting for the perfect opportunity to strike.

Sylux's primary target is Samus herself, but the secret of ultimate power would be of great help against her. In fact, it just might be powerful enough to destroy the entire Galactic Federation. . . .

SHOCK COIL

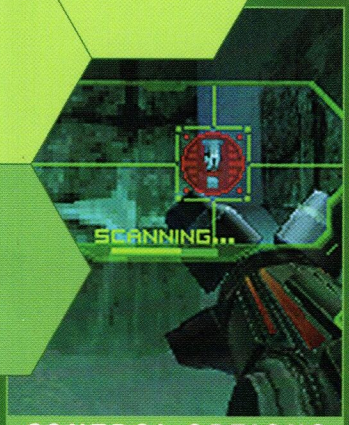
The Shock Coil emits high-density neutrinos to blast close-range targets with continuous waves of concussive force. This prototype is still under development and remains somewhat unstable. Like the Lockjaw technology, Sylux's Shock Coil disappeared from a Galactic Federation laboratory under mysterious circumstances. The user becomes invisible while standing still with the Imperialist equipped.

LOCKJAW

The Lockjaw form has been under secret development by the Galactic Federation for years. It allows a user to transform into two sharp beams that spin around an energy core. It is unclear how a Galactic Federation prototype weapon ended up in Sylux's possession.

BASIC GAMEPLAY

There are four control schemes in Metroid Prime Hunters. Experiment to get a feel for both Stylus and Dual Modes.



CONTROL OPTIONS

Stylus Mode Right

This mode is for right-handed people who seek precision targeting. Use the Control Pad to move, and the stylus and touch screen to look. Jump by double-tapping the touch screen with your stylus or pressing A, B, X, or Y.

Stylus Mode Left

This mode is for left-handed people who seek precision targeting. Use the A, B, X, and Y Buttons to move, and the stylus and touch screen to look. Jump by double-tapping the touch screen or by pressing the Control Pad in any direction.

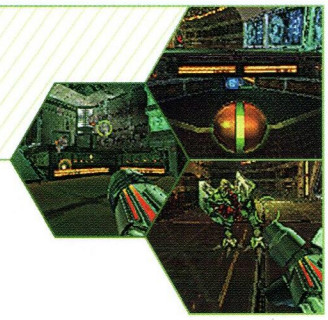
Dual Mode Right

This mode is for right-handed people who prefer console-style controls. Use the Control Pad to move, and the A, B, X, and Y Buttons to look. Press the R Button to jump.

Dual Mode Left

This mode is for left-handed people who prefer console-style controls. Use the A, B, X, and Y Buttons to move, and the Control Pad to look. Use the L Button to jump.

PLAY MODES



There are four ways to play Metroid Prime Hunters: Against computer-controlled foes in the Adventure mode, against local friends in Single-Card or Multi-Card Multiplayer mode, or against distant hunters across the globe with Wi-Fi Multiplayer.

ADVENTURE MODE

The goal of Adventure mode is to scour the Alimbic Cluster for the eight Octoliths that will lead you to the promised source of ultimate power. You'll battle your rivals along the way, which will unlock new hunters and arenas in the Multiplayer game modes.

SINGLE-CARD MULTIPLAYER MODE

In Single-Card play, you can beam a version of Battle mode to as many as three nearby friends, who need only their own DS systems to play.

MULTI-CARD MULTIPLAYER MODE

If each of your friends has a copy of Metroid Prime hunters, you can also play Survival, Bounty, Defender, Prime hunter, Capture, and Nodes modes!

WI-FI MULTIPLAYER MODE

Play all the modes in Multi-Card Multiplayer with hunters around the world. The only limitation is that bots are not allowed—Wi-Fi is for flesh-and-blood beings only.

CONTROLS

Because there are four different control schemes, each button has a wide variety of functions. Don't worry—controlling your character is nowhere near as complicated as it looks! Once you've settled on a control scheme, it's pretty intuitive.

1 TOP SCREEN

The majority of the action takes place on the top screen, where you see the world through your hunter's eyes. While moving around, the visor's HUD (heads-up display) shows your current health, the status of Energy Tanks, and the remaining ammo in your currently equipped weapon.

2 TOUCH SCREEN

The touch screen displays a radar in which nearby enemies will appear, as well as your number of remaining missiles and your equipped weapon. Regardless of your control settings, you will use the touch screen to switch your Scan Visor on and off, select and equip weapons, select on-screen options, and switch to your alternate form. You may also use it as a more precise way of controlling your alternate form. For control-setting-specific uses, see page 14.

3 SELECT

The Select Button lets you zoom in and out with the Imperialist.

4 START

- In Adventure mode, press Start to pause the game and bring up a 3-D map of your current area. The status of the eight Octoliths is displayed to the left and right of the map. If you're holding them, they appear as blue crystals. If another hunter has taken an Octolith, that hunter's picture appears in the crystal's place. Octoliths you have not yet found are not shown, but if you've found any of the artifacts that lead to them, those will appear instead.
- In the Multiplayer modes, press Start to show the score and the status of the tie-breaking condition. It will not pause the game.

5 L BUTTON

- In Dual Mode Right and Stylus Mode Right, press the L Button to fire your equipped weapon.
- In Dual Mode Left, press the L Button to jump.
- In Stylus Mode Left, the L Button lets you zoom in and out with the Imperialist, and boost in alt-form.

6 R BUTTON

- In Dual Mode Left and Stylus Mode Left, press the R Button to fire your equipped weapon.
- In Dual Mode Right, press the R Button to jump.
- In Stylus Mode Right, the R Button lets you zoom in and out with the Imperialist, and boost in alt-form.

7 CONTROL PAD

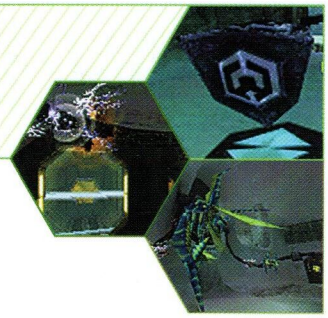
- In Dual Mode Right and Stylus Mode Right, the Control Pad moves your character.
- In Dual Mode Left, the Control Pad shifts your character's line of sight in any direction.
- In Stylus Mode Left, press the Control Pad in any direction to jump.

8 A, B, X, AND Y BUTTONS

The A, B, X, and Y Buttons are always used as a set, and combine to form a second Control Pad of sorts.

- In Dual Mode Left and Stylus Mode Left, the A, B, X, and Y Buttons move your character.
- In Dual Mode Right, the buttons shift your character's line of sight in any direction.
- In Stylus Mode Right, press any of the four buttons to jump.

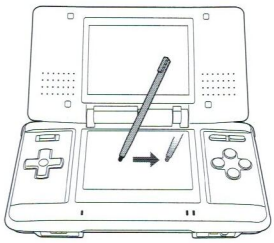
ADVANCED CONTROLS



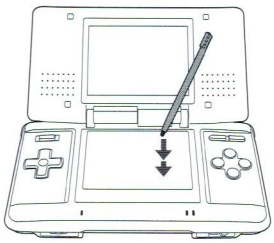
Now that you know the basics, it's time to put it all together and figure out which control scheme is right for you. Then read on to learn the finer points of alternate forms, weapon selection, and using the Scan Visor.

STYLUS-MODE CONTROLS

Stylus mode allows for very precise targeting but may take some time to get used to. It's worth it—you'll find it much easier to score head shots and target bosses' weak spots with the stylus.



Center your stylus on the touch screen and drag it in any direction to control your character's line of sight.



To jump without having to reach for a button, do a quick double-tap with your stylus.

Alternate-Form Movement

Regardless of your control scheme, you can use the stylus to command your character while using an alternate form like the Morph Ball. Center your stylus, then drag it away from the center to move in that direction. The farther you move it, the faster you'll go.

Other Touch-Screen Functions

You can use the touch screen to switch between weapons (tap an icon in the top row), equip a special weapon (tap an icon in the upper left or right corner—depending on the control scheme—and drag to the desired weapon), and activate your Scan Visor (hold the stylus on the crosshairs at the bottom of the screen).

While playing in Stylus mode, you may also use the stylus to rotate the map on the pause screen.

DUAL-MODE CONTROLS

Dual mode uses traditional console-style first-person-shooter controls. It is easy to get used to and is more comfortable for jumping exercises, but it is harder to target small objects accurately.

Sensitivity Settings

Sensitivity settings are particularly important when using Dual mode controls. A high-sensitivity setting allows you to turn at rapid speeds, but you will often overshoot your target when aiming. Switching to low-sensitivity settings will allow you to hit small targets (like enemy heads and boss eyes) much more accurately, but you will be slow to turn when responding to threats from other directions.

ALTERNATE FORMS

While in an alternate form, buttons function differently from the way they're described on page 13—you can no longer control your perspective and L and R have different uses.

Each hunter has an alternate form with unique characteristics and weaponry. Some also have special properties, such as Spire's ability to adhere to walls while in Dialanche form.

Alternate-Form Attacks

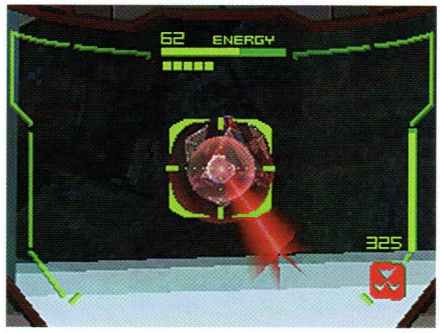
Each hunter's alternate form has an attack. For Samus, it's the Morph Ball Bomb, a versatile explosive that can damage foes or propel Samus upward. To use these attacks, press the L Button in right-hand control schemes or the R Button in left-hand control schemes.

Alternate-Form Boost

Samus can give herself a quick boost of speed that allows her to damage any bioforms she rams into. To use the boost, hold and release R in right-hand control schemes and L in left-hand schemes. Alternatively, swipe the stylus quickly in the desired direction.

SPECIAL WEAPONS

Each hunter has a signature weapon with special capabilities. You will find these weapons in both Multiplayer mode and Adventure mode, so it's important to learn the distinctions.



Some weapons fire direct laser beams, whereas others fire waves of electricity or lob projectiles in an arc. The Imperialist even has a targeting scope!

Weapon-Charge Attacks

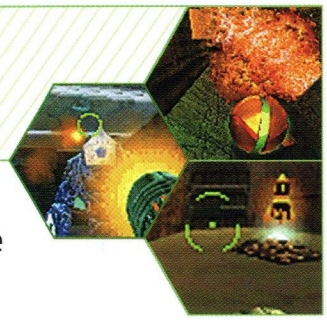
Some weapons, including Samus's Power Beam, can be charged by holding down the attack button. When you release the button, they'll fire a more powerful shot or multiple shots. In Adventure mode, Chargeable weapons will also suck dropped recovery items toward their user while they're being charged.

THE SCAN VISOR

The Scan Visor allows you to analyze bioforms, interesting objects, and lore entries that are not visible to the naked eye. Use it to scan each room for important clues and background information.

Scanning enemies will often reveal information on weaknesses that you can use to defeat them more easily. However, you'll be vulnerable to their attacks while you're scanning them.

GAMEPLAY TIPS



There is a wide variety of weapons and abilities available to Samus and the other hunters. Use the right ones at the right times to claim the Octoliths in Adventure mode and vanquish your opponents in Multiplayer mode.

HUNTER, GATHERER

As she moves through the worlds of the Alimbic Cluster, Samus will find many essential items sealed in crates, dropped by foes, or secreted away in nooks and crannies. Here's a full list of the gear you'll encounter in your Adventure-mode missions.

Energy Recovery Items

Small Energy pickups restore 30 energy.

Medium Energy pickups restore 60 energy.

Large Energy pickups restore 100 energy.

Energy Tanks

Energy Tanks refill your energy and raise your max energy capacity by 100.

Missile Packs

Missile Packs replenish your Missile Launcher with 10 or 25 missiles in single-player, and 5 or 10 in multiplayer.

Missile Expansion Packs

Missile Expansion Packs increase your maximum missile capacity by 10.

UA Packs

In single-player, these refill 10 or 25 units of Universal Ammunition for special weapons. In multiplayer they refill 5 or 10 units.

UA Expansions

UA Expansions increase your UA capacity by 30 units.

Shield Keys

Shield Keys unlock doors and release artifacts.

Artifacts

Collect three artifacts in each area to activate a Stronghold Portal.

Octoliths

Collect all eight Octoliths to solve the mystery of the Alimbic Cluster.

Other Weapons

In addition to her Power Beam and Missile Launcher, Samus can find and equip seven special weapons. All special weapons consume the same Universal Ammunition.

Each special weapon is associated with a certain color, and only the appropriately colored weapon can destroy force fields and blast shields of that color. When you get a new weapon, you can backtrack to old areas and use it to open additional paths.

KNOW YOUR WEAPONS

In Adventure mode, each enemy hunter uses a single special weapon exclusively. Many nonhunter enemies (particularly Guardians) use similar weapons themselves, and are weak against certain other weapons. Enemies are usually very resistant to their own weapon.

Each hunter is weak against enemies who use similar weapons, but strong against a certain other type of enemy.

Samus has no particular weakness, but some enemies are resistant to her Power Beam and missiles. Early in the game, other hunters will always be a fair fight.

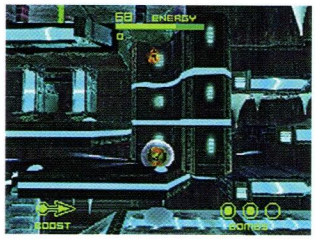
WEAPON AFFINITIES

The following chart shows the properties of each weapon in the game. The left column indicates which hunter uses which weapon, and the right column indicates weapon vulnerabilities.

BATTLEHAMMER	
USED BY: Weavel	STRONG VS.: Volt Driver
VOLT DRIVER	
USED BY: Kanden	STRONG VS.: Battlehammer
IMPERIALIST	
USED BY: Trace	STRONG VS.: Shock Coil
SHOCK COIL	
USED BY: Sylux	STRONG VS.: Imperialist
MAGMAUL	
USED BY: Spire	STRONG VS.: Judicator
JUDICATOR	
USED BY: Noxus	STRONG VS.: Magmaul
POWER BEAM	
USED BY: Samus	STRONG VS.: —

DOUBLE BOMB

While in Morph Ball form, you may need to use a "bomb double jump" to reach higher areas. To pull off this tricky maneuver, set one bomb and wait until it flashes (as shown below). The instant it does, drop a second bomb. When the first bomb propels you upward, set a third bomb at the peak of your jump. When you land, the second bomb's blast will launch you into the third for a double-height bounce!



If you're off by a fraction of a second, the double jump will fail. Practice until you get the timing down.

KNOW YOUR ENVIRONMENT

Jumping is a major factor in Adventure mode, so keep an eye out for ledges within jumping distance. Note that you take damage from falling long distances, and you may land in magma, a toxic pool, or—worst of all—the infinite void of space!

Sometimes the environment works to your advantage. Look out for objects that provide cover during firefights.

Timely Returns

At the end of each stage, you'll be forced to return your ship within a limited amount of time without using portals. Bear this in mind as you progress through a stage, and keep an eye out for potential shortcuts.

SECRET ITEMS

While key items like artifacts are usually in plain sight, valuable items like Energy Tanks tend to be well-hidden. Scour each area for concealed nooks or small, Morph Ball-sized passages where they might be hidden.

Scan for Assistance

The Scan Visor isn't just for combat tips and local history. Some mechanisms can be activated only by a visor scan, so when in doubt, flip it on and search for the red exclamation points.

KNOW YOUR ENEMIES

You'll encounter a wide variety of alien creatures on your journey. Each is capable of different attacks and weak to different weaponry. Use your Scan Visor and the lessons you've gleaned to learn the best strategies for each.

Take Out the Hives First

When faced with numerous enemies, look for small hives or glowing blue generators that may be creating them. Always destroy the generators first!

Consider Weapon Affinities

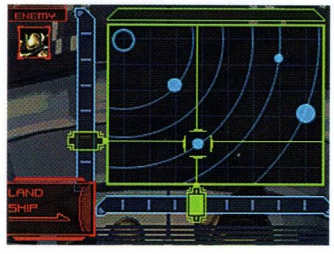
Consider your enemy's affinity when choosing a weapon. You may find that the gun you're using has no effect on a similarly equipped bioform.

SAMUS'S HOME AWAY FROM HOME

Return to your hunter gunship as often as possible. From it you can save your progress, change control options, set a course to a distant planet, and review everything you've learned with your Scan Visor. Best of all, your Energy Tanks, missile stocks, and UA reserves will be completely refilled every time you stop in.

Set a New Course

Whenever you launch your ship, the touch screen will show a planetary chart of the cluster. Use your stylus to drag the green boxes beside the chart so that they intersect at your chosen destination.

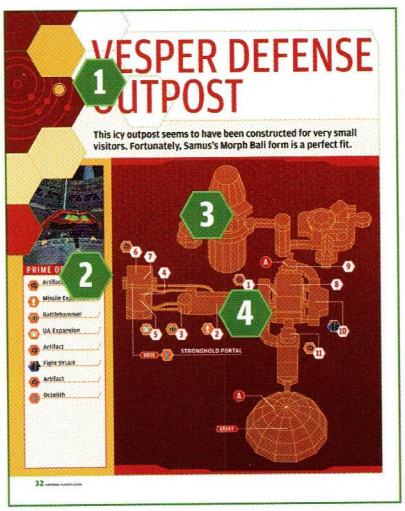


View Logbook

In the logbook, all your Scan Visor data is compiled alphabetically by category. Collect 100% in each category to unlock a special icon on your hunter's license. The full list is on page 128.

GUIDE FEATURES

Refer to this page while using the Adventure walk-through to find every Energy Tank and Missile and UA Expansion in the game.



1 AREA NAME

There are five major bodies in the Alimbic Cluster, and you'll visit most of them at least twice. The location of each celestial body on the planetary chart is also shown here.

2 PRIME OBJECTIVES

The Prime Objectives box provides a brief list of the objectives in each area in chronological order. This includes everything from hunter battles to optional item pickups like Energy Tanks.

3 FULL AREA MAPS

The maps show the entirety of each area, although only a portion may be accessible in early visits. Follow the callouts and walk-through tips to help guide you through the complicated installations.

4 ITEM AND TIP CALLOUTS

All major items are called out on the map. For more information on how to claim these items, find the corresponding numbered points in the walk-through that follows.

5 SCAN INFORMATION

A list of objects you can scan is provided for each area, and grouped by room. Objects are listed only the first time they appear, and some rooms may have multiple boxes if you visit them multiple times.

6 WALK-THROUGH TIPS

Follow the tips in numerical order to get through Adventure mode without missing a beat. If you prefer to skim in search of a specific item, look for that item's icon by the tip number.

7 HUNTER ENCOUNTERS

All fixed encounters with rival bounty hunters are detailed in a special red box that provides specific strategies for beating each hunter within that environment.

8 BOSS BATTLES

The end-of-level boss encounters are also detailed in red boxes. Bosses grow stronger each encounter, and this section will explain how to shift your offense to match the boss's shifting defenses.

MAP KEY

The artifacts, weapons, and expansions in each walk-through section are called out on the map on the first page. Here's what the icons mean:

- Energy Tank
- Missile Expansion
- UA Expansion
- Battlehammer
- Volt Driver
- Imperialist
- Shock Coil
- Magmaul
- Judicator

Artifacts

Each time you visit an area, you'll collect a set of three artifacts. The names are the same, but each set is branded with a different icon. The icons for the first and second trips to each area are shown on the right.

CELESTIAL ARCHIVES

ALINOS

VESPER DEFENSE OUTPOST

ARCTERRA

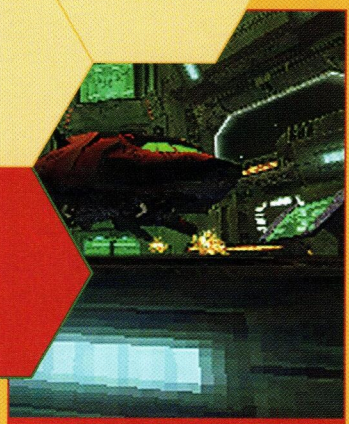
- Octolith
- START Area Start Point
- A Portal Connection
- BOSS Stronghold Portal Location

ADVENTURE MODE

THE "SECRET TO ULTIMATE POWER" MAY LIE IN THE ALIMBIC CLUSTER— AND EVERY BOUNTY HUNTER IN THE GALAXY WANTS IT. CAN SAMUS GET THERE FIRST?

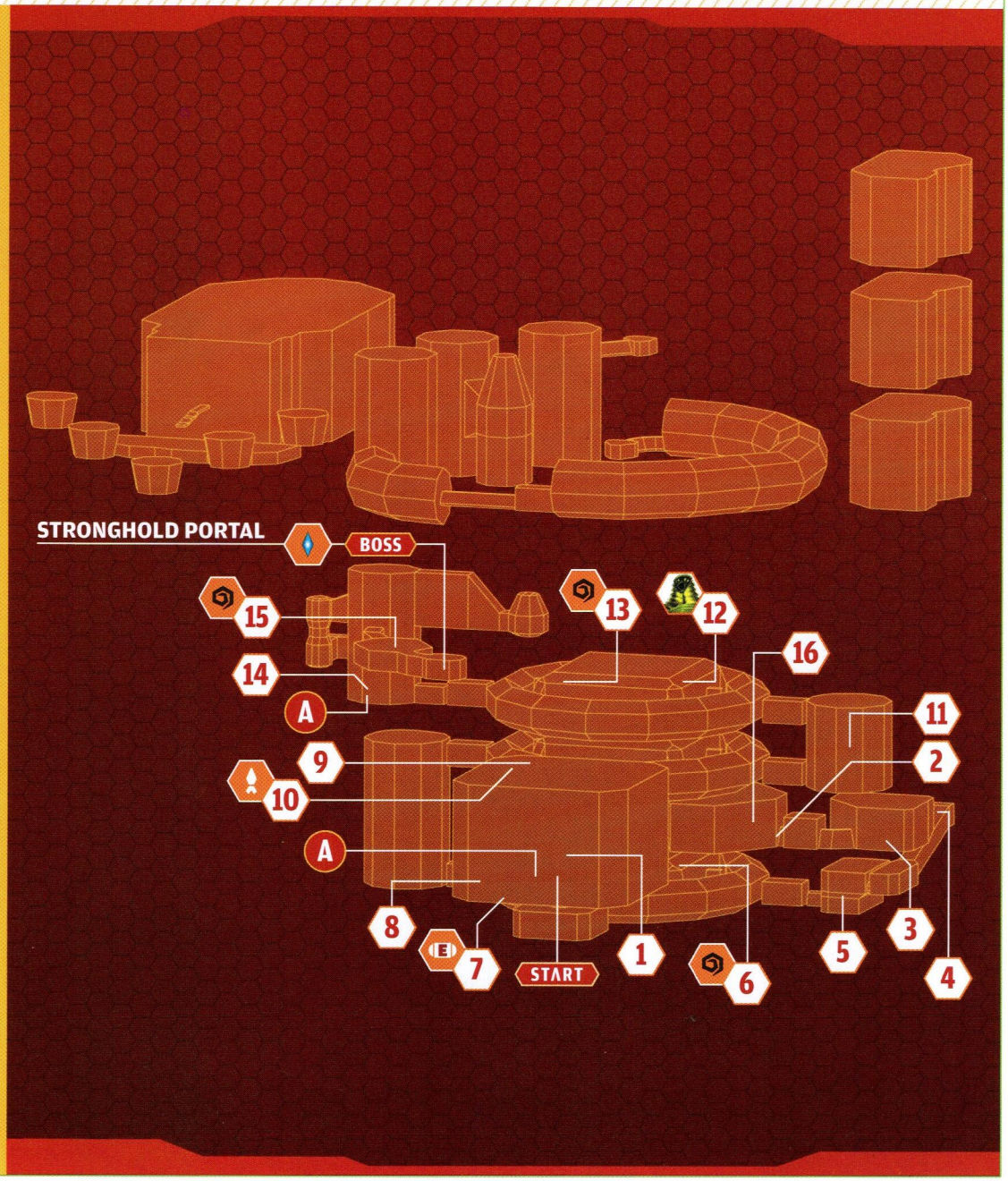
CELESTIAL ARCHIVES

This space station contains the lost lore of an ancient race, but the advanced security systems won't give it up easily.



PRIME OBJECTIVES

- Cartograph Artifact
- Energy Tank
- Missile Expansion
- Fight KANDEN
- Attameter Artifact
- Binary Subscripture
- Octolith



SCAN CELESTIAL GATEWAY

EQUIPMENT: HUNTER GUNSHIP
OBJECT: CELESTIAL ARCHIVES
OBJECT: PORTAL
OBJECT: ALIMBIC PROPHECY 01
OBJECT: GREEN FORCE FIELD
OBJECT: DOOR

1 THE FIRST ROOM

You can scan several interesting objects here, including a green force field you can find only if you use your Morph Ball to roll beneath your ship's landing platform. When you're done exploring, open the triangular door that faces your ship with a blast from your Power Beam.

SCAN HELM ROOM

OBJECT: SYNERGY PROCESSOR
OBJECT: SYNERGY DRIVE
OBJECT: PORT HELM
OBJECT: STARBOARD HELM
OBJECT: SEALED DOOR
[!]: SWITCH

2 SCAN THE SWITCH TO PROCEED

The **Helm Room** is divided into two parts. The first and larger section is free of enemies, so you can take your time to scan to your heart's content. Using your Scan Visor to examine the screens and machinery is optional, but you will need to scan the gold switch to the left of the door to unlock the passage to the next section.

SCAN HELM ROOM

BIOFORM: PSYCHO BIT v1.0

3 PSYCHO BIT V1.0

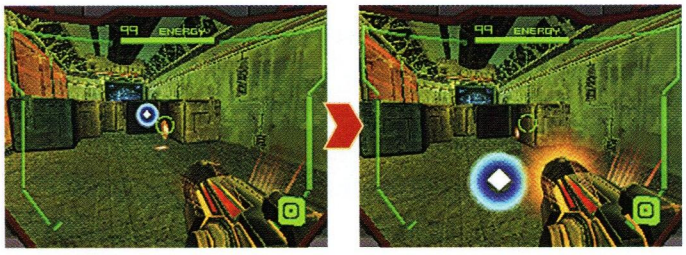
When you step into the second section of the **Helm Room**, you'll find yourself locked in a small area with a quartet of Psycho Bits. Use standard shots from your Power Beam to destroy them, and dodge their volleys by moving side to side as you fire.

SCAN MEDITATION ROOM

EQUIPMENT: SMALL ENERGY
EQUIPMENT: MEDIUM ENERGY
OBJECT: ALIMBIC PANEL
OBJECT: NAVIGATIONAL CHART

4 SMASH CRATES WITH THE CHARGE BEAM

The hallway in the first section of the **Meditation Room** is clogged with crates. Blow them to pieces with your Charge Beam (hold the L Button for a second before releasing it), to reveal a Small Energy or two to refill your health. Jump over the indestructible crates at the end of the hallway to proceed.



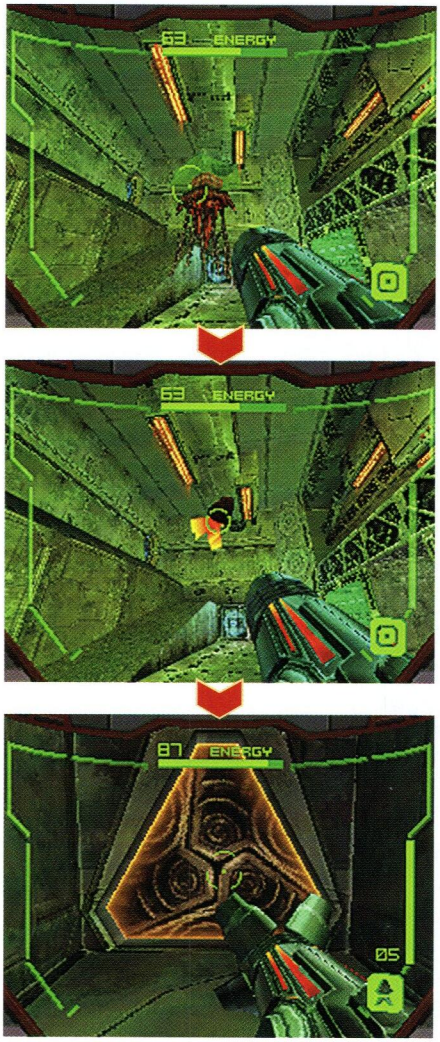
While you power up your Charge Beam, recovery items like Energy and Missile Packs will be drawn to you like magnets. When items land in inaccessible places (or if you're feeling lazy) hold down the L Button to make them to come to you.

SCAN MEDITATION ROOM

BIOFORM: **PETRASYL**
EQUIPMENT: **SMALL MISSILE PACK**
OBJECT: **SYNERGY STRUT**
OBJECT: **TETRA TRADE MAP**
OBJECT: **BROWN BLAST SHIELD**

5 RELOAD THE LAUNCHER

The lone Petrasyl in the second section of the **Meditation Room** is no serious threat, but you'll need to destroy it all the same. It will drop a Small Missile Pack, which you can suck in with your Charge Beam. Tap the missile icon on the touch screen to switch to your Missile Launcher, and use it to destroy the brown blast shield on the door.

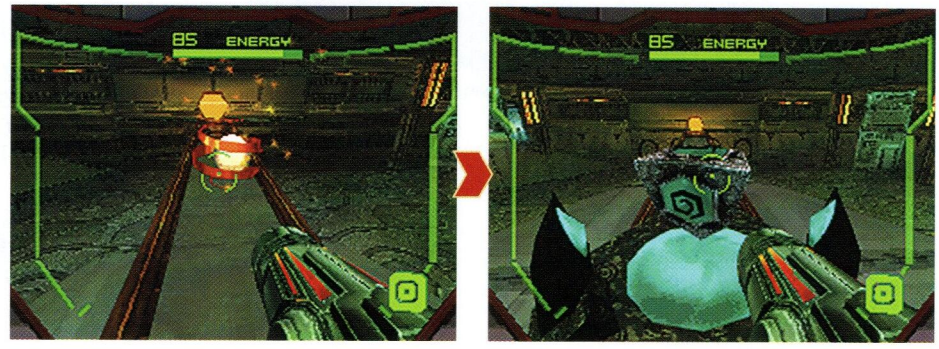


SCAN DATA SHRINE 01

OBJECT: **SCIENCE HUB**
OBJECT: **ALIMBIC ARTIFACTS**
OBJECT: **ARTIFACT SHIELD**
OBJECT: **SHIELD KEY**
OBJECT: **CARTOGRAPH ARTIFACT**

6 THE CARTOGRAPH ARTIFACT

Blast the Psycho Bits in the outer hallway of **Data Shrine 01**, and pass through a tall silver door, which will lock behind you. When you scan the crystalline Artifact Shield in the center of the room, several waves of Psycho Bits will appear. Move while firing to throw off their aim, and use your Charge Beam to pick up the recovery items they drop when destroyed. After you've defeated at least 20 Psycho Bits, a shimmering Shield Key will appear. Use it to lower the Artifact Shield and grab the first of three Alimbic Artifacts.

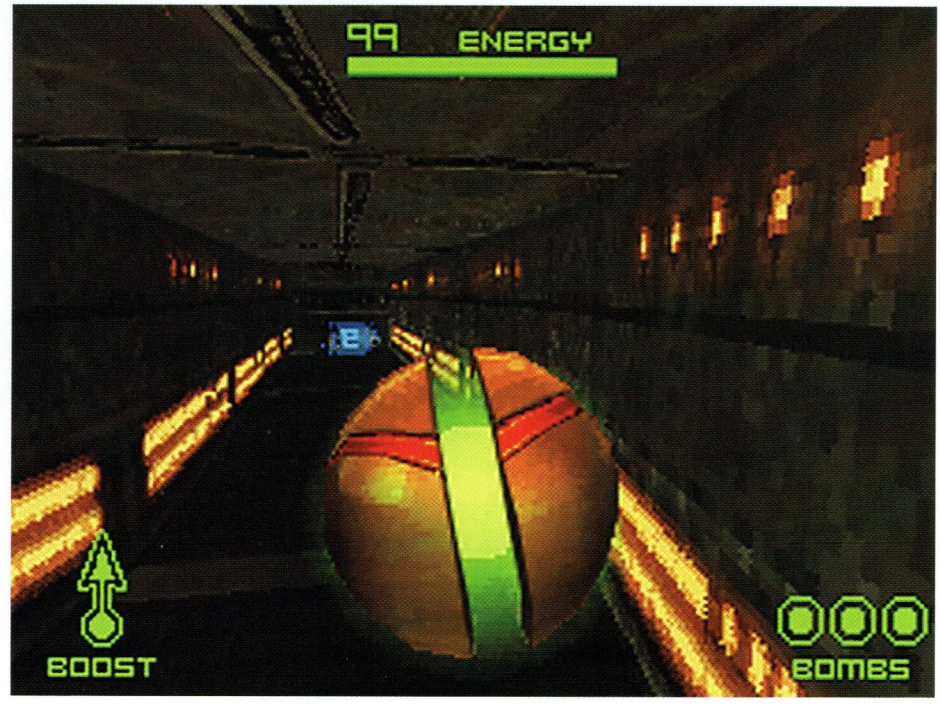


SCAN DATA SHRINE 01

BIOFORM: **LESSER ITHRAK**
EQUIPMENT: **ENERGY TANK***
*Although you cannot scan this object, its log entry will appear after you pick it up.

7 ENERGY TANK

As you exit **Data Shrine 01's** central room, turn left to blast a pack of Psycho Bits. Don't worry if you take a few hits; an Energy Tank is just ahead. Use your Morph Ball form to roll under the floor panel and grab it.



8 LESSER ITHRAK AMBUSH

As you proceed down the hallway, you'll encounter a Lesser Ithrak, a large and powerful enemy. Dodge its leap attack and fire at it from behind with your Charge Beam or Missile Launcher. Its demise will unlock the door to **Fan Room Alpha**, where you'll need to jump up a spiral series of platforms to reach the upper door.

SCAN **FAN ROOM ALPHA**

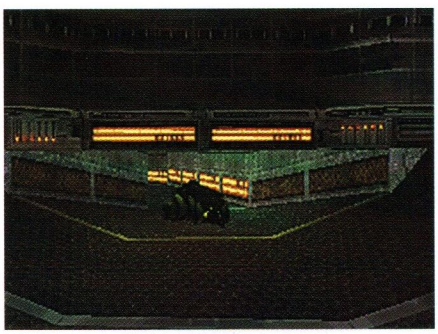
OBJECT: COOLING FANS

SCAN **DATA SHRINE 02**

OBJECT: GREEN BLAST SHIELD
BIOFORM: KANDEN
OBJECT: ALIMBIC JOIST
EQUIPMENT: MISSILE EXPANSION*
*Although you cannot scan this object, its log entry will appear after you pick it up.

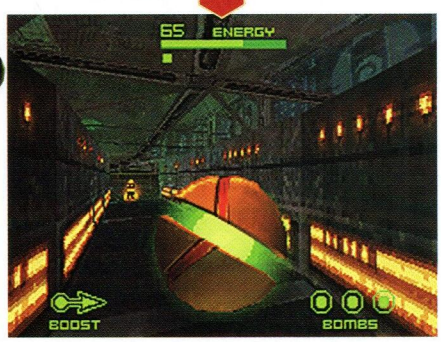
9 A GLIMPSE OF KANDEN

In the outer hallway of **Data Shrine 02**, you'll catch a glimpse of bounty hunter Kanden. As soon as you approach, Kanden will transform into a Stinglarva and scurry away. Switch to your Morph Ball form and chase him down.



10 MISSILE EXPANSION

After the first Morph Ball tunnel, you'll reach a strip of hallway guarded by Psycho Bits. If you turn around and jump over the Morph Ball tunnel, you'll find the door to **Fan Room Beta**. If you instead continue down the hall and into a second Morph Ball tunnel, you'll find the first Missile Expansion, which will let you carry 15 missiles at once!



SCAN **FAN ROOM BETA**

OBJECT: TETRA GALAXY

11 STOCK UP ON SUPPLIES

The platforms in **Fan Room Beta** are guarded by Petrasyls, which you'll jump into if you aren't careful. Destroy them to refill your missile stocks.

SCAN DATA SHRINE 03

BIOFORM: STINGLARVA
OBJECT: POLITICAL HUB
OBJECT: ANTHROPOLOGICAL HUB
OBJECT: ATTAMETER ARTIFACT
EQUIPMENT: LARGE MISSILE PACK
BIOFORM: ALIMBIC TURRET v1.0

12 FIGHT KANDEN

Kanden's projectiles will short-circuit your suit, briefly disabling your visor, so don't let him get a clear shot! The best position is the platform at the center of the room, where you can move back and forth to dodge shots while tracking him almost anywhere in the room. If you take heavy damage, grab recovery items from crates.

13 THE ATTAMETER ARTIFACT

When defeated, Kanden will drop a Shield Key, but the artifact that it unlocks isn't waiting in plain sight. Jump up to the room's central platform and shoot open the small door between the two blue crystals. Switch to your Morph Ball form and roll on through to grab the second of the station's three Alimbic Artifacts.

SCAN SYNERGY CORE

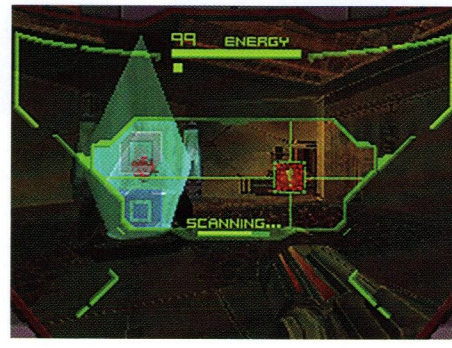
[!]: SWITCH
OBJECT: PORTAL
OBJECT: LIFT CONTROLS
OBJECT: YELLOW FORCE FIELD
OBJECT: BINARY SUBSCRIPTURE
[!]: SE POWER CONDUIT
[!]: SW POWER CONDUIT
[!]: NW POWER CONDUIT
[!]: NE POWER CONDUIT
OBJECT: STRONGHOLD PORTAL

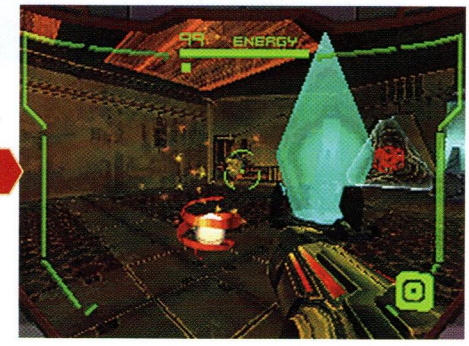
14 ACTIVATE THE SHIP-DECK PORTAL

A pair of Alimbic turrets guards the door outside **Data Shrine 03**; destroy the turrets from a safe distance with Power Beam shots. The door they guarded leads to the **Synergy Core**, where you'll find a switch that you can scan to activate a nearby portal. The portal will warp you back to your ship, where you can save your game and refill your health for free. When your progress is secure, take the portal back to the **Synergy Core** and jump up the platforms to the topmost floor.

15 THE BINARY SUBSCRIPTURE ARTIFACT

To lower the Artifact Shield, you'll need to fire a shot at each of the four power conduits in the room. (Note that if you're trying to fill out your logbook, you'll need to scan each conduit separately.) With the Binary Subscripture Artifact completing your set, the door to the Stronghold Portal will open.





SCAN **STRONGHOLD VOID**

LORE: **STRONGHOLD VOID**
OBJECT: **STRONGHOLD DOOR**
BIOFORM: **CRETAPHID v1**

LORE: **BIODEFENSE CHAMBER A**
OBJECT: **OCTOLITH**

BOSS CRETAPHID v1

To expose the Cretaphid's weak point, you must first destroy each blue eye on the spinning pillar. Use your standard Power Beam and stand between the flaming beams, moving in tandem with them to avoid being hit. When you've smashed the last blue eye, a crystal will rise from the top of the pillar. Switch to your Missile Launcher and alternate missile blasts with sidesteps to avoid its shots. After a few seconds, it will return to the pillar and the blue eyes will regenerate. This is a long battle, but the eyes may drop a few recovery items to keep you in the fight.

HURRY BACK TO THE SHIP

After you claim the Octolith and leave the Stronghold Void, an emergency protocol will leave you only eight minutes to return to your ship. The portal is down, so you'll have no choice but to run! Destroy every Psycho Bit, Lesser Ithrak, and Alimbic turret you see to unlock the doors as you proceed.

SCAN **HELM ROOM**

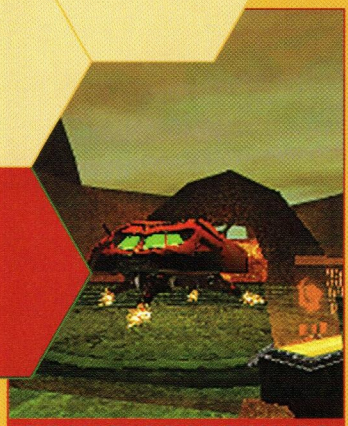
BIOFORM: **GUARDIAN**

16 HELM-ROOM AMBUSH

During your escape, you'll find that all of the item crates have returned. Stock up on missiles and energy in **Data Shrine 03** as you pass. You'll need both when you enter the **Helm Room**; a pack of deadly new Guardian enemies have prepared a little ambush for you. The best strategy is to rush them and fire missiles at close range. You'll take a few hard hits, but you won't have time to play cat and mouse.

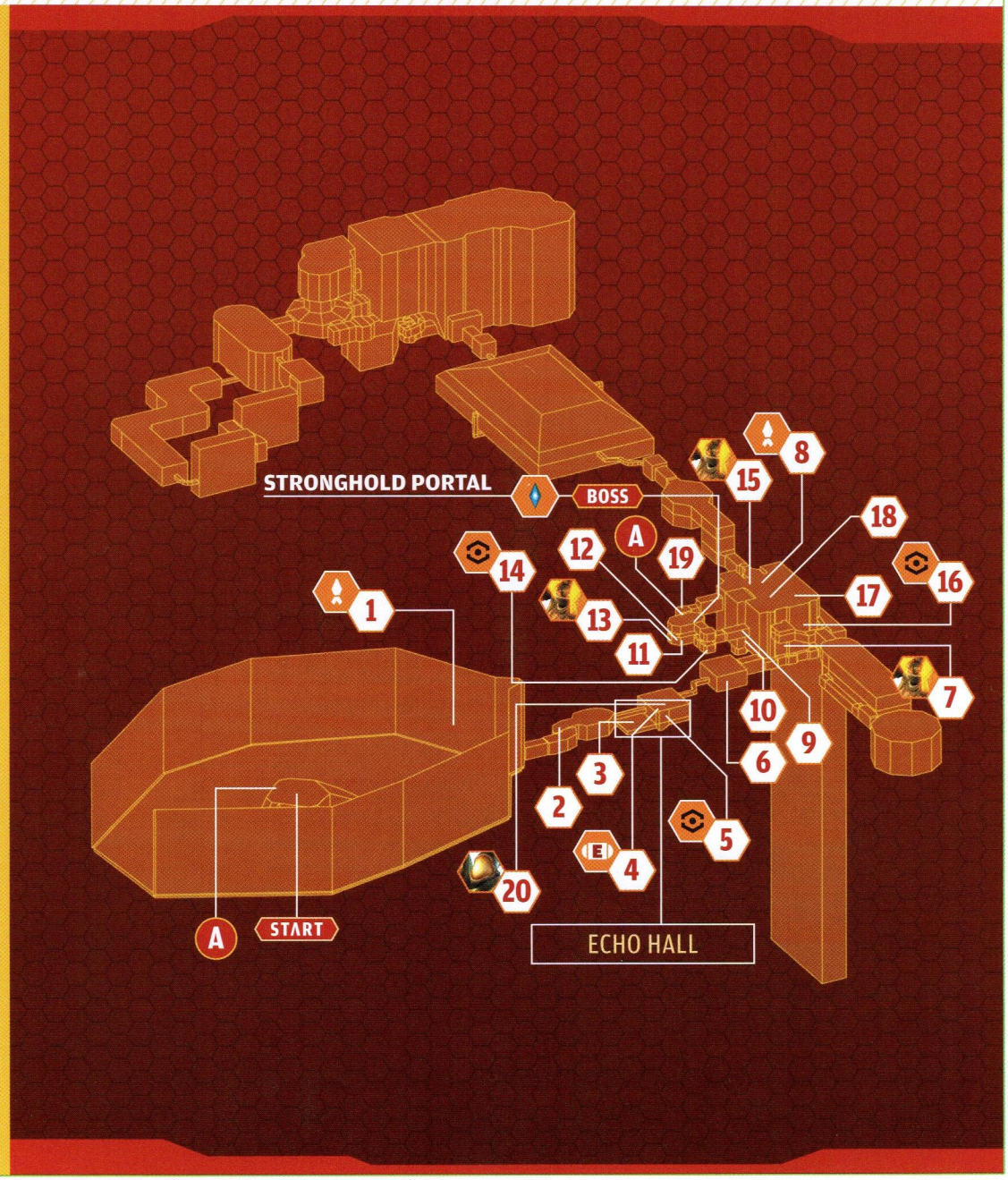
ALINOS

The charred ruins on Alinos have attracted a lot of attention from your rival bounty hunters. Be ready for anything!



PRIME OBJECTIVES

- Missile Expansion
- Cartograph Artifact
- Energy Tank
- Missile Expansion
- Attameter Artifact
- Fight SPIRE
- Binary Subscripture
- Octolith
- Fight WEAVEL



SCAN **ALINOS GATEWAY**

OBJECT: **ALINOS**
OBJECT: **MAGMA STATION**
OBJECT: **ALIMBIC PROPHECY 02**
LORE: **ALIMBIC DATASHADE 01**
LORE: **ALIMBIC DATASHADE 02**
EQUIPMENT: **MISSILE EXPANSION**

1 MISSILE EXPANSION #2

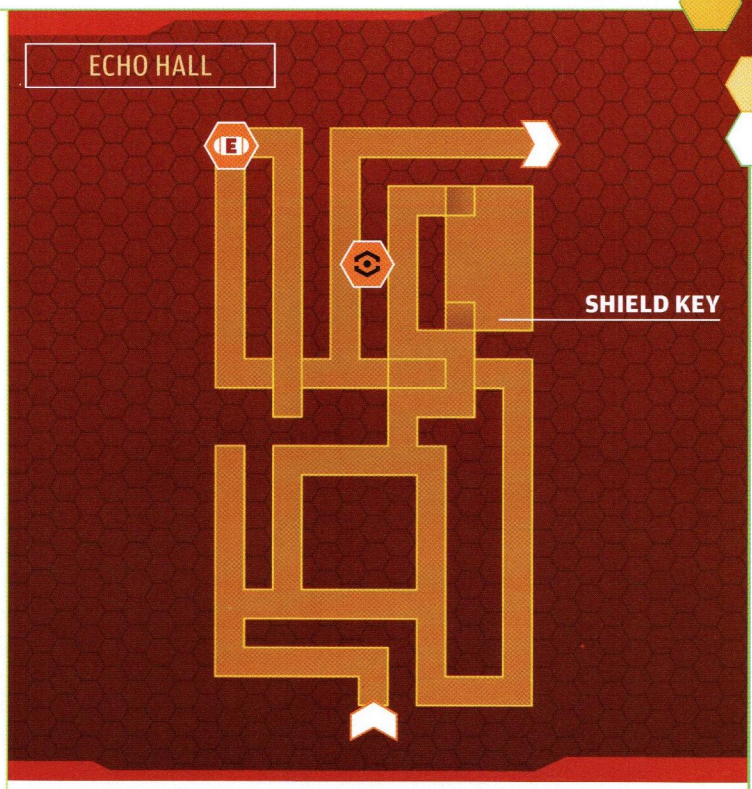
When you're done scanning for general information on Alinos, turn your attention to the Missile Expansion left of the door. You can reach it by leaping up a stairway of rubble, and then switching to Morph Ball form to roll along the pipes. Use Morph Ball Bombs to propel yourself up two more ledges to its position.

SCAN **ECHO HALL**

OBJECT: **EXPOSED REBAR**
BIOFORM: **ZOOMER**
LORE: **HISTORY 01**
[!]: **SEALED FORCE FIELD**
BIOFORM: **WAR WASP**
EQUIPMENT: **LARGE ENERGY**

2 ZOOMERS

It's always nice to see Zoomers, since they're not very aggressive and they have a lovely habit of giving up energy when defeated. You can often find items if you shoot the plants in this area as well.



3 THE SHIELD KEY

When you enter the Morph Ball maze, bear left, where you'll eventually find a pit that holds three Zoomers. Kill all three to make the Shield Key appear, which will unseal the door in the blue area at the opposite end of the maze.

4 ENERGY TANK #2

Drop a bomb at the door to blow open a path to the second section of the maze. Zoom straight through the open door and hang a right at the end of the corridor to reach an Energy Tank.

5 CARTOGRAPH ARTIFACT

Turn around, and this time turn left at the door. Follow the path to the end, and use a Morph Ball Bomb to propel yourself up to a second passage. There you'll find the Cartograph Artifact of Alinos.

6 THE WAR WASP PIT

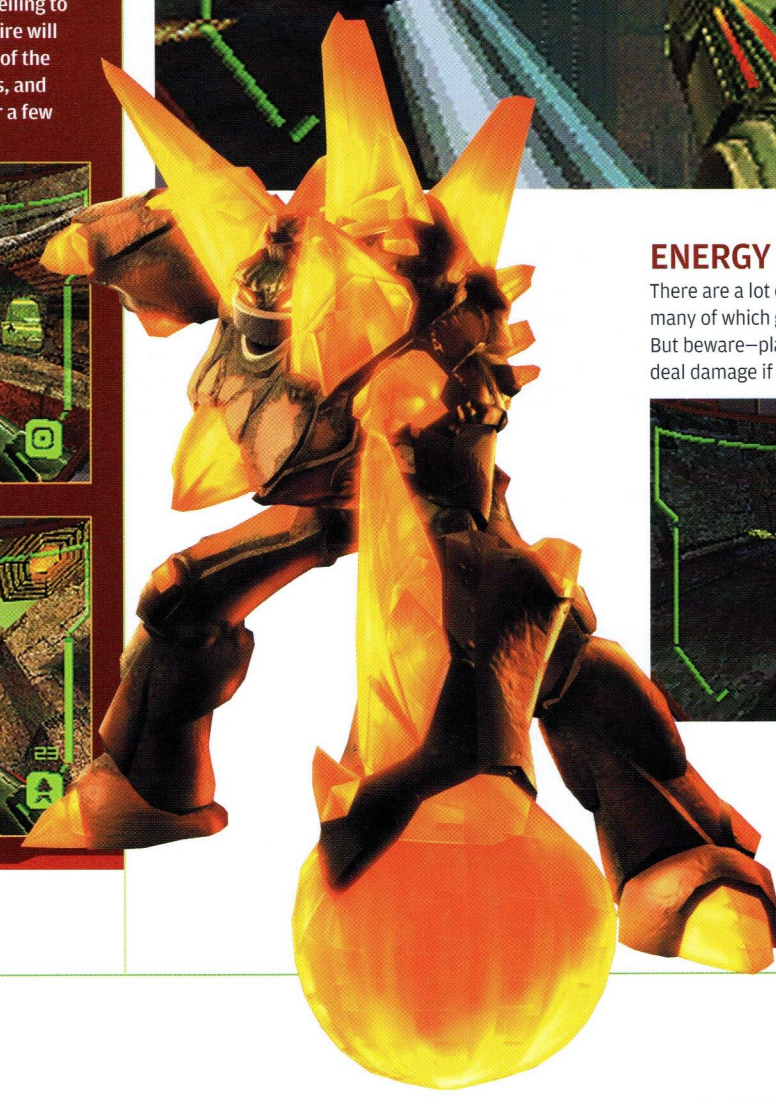
The final Morph Ball tunnel leads to a small, magma-filled room guarded by three War Wasps. These flying creatures are frail, but their stings will take a chunk out of your energy bar!

SCAN HIGH GROUND

OBJECT: **FLOW REGULATOR**
LORE: **INTERMENT CHAMBER**
OBJECT: **PURPLE FORCE FIELD**
OBJECT: **MAGMA VENT**

7 FIRST FIGHT WITH SPIRE

After a few more tunnels, stand on the magma vent and jump through the hole in the ceiling to the High Ground area. When you do, Spire will begin firing at you from the upper level of the room. Stay in motion to dodge his shots, and return fire with your Power Beam. After a few hits, Spire will flee the scene.



SCAN HIGH GROUND

LORE: **SCIENCE SARCOPHAGUS**
LORE: **BATTLE SARCOPHAGUS**
OBJECT: **ALIMBIC SCRIPTURE**
BIOFORM: **BLASTCAP**
BIOFORM: **SPIRE**

8 MISSILE EXPANSION #3

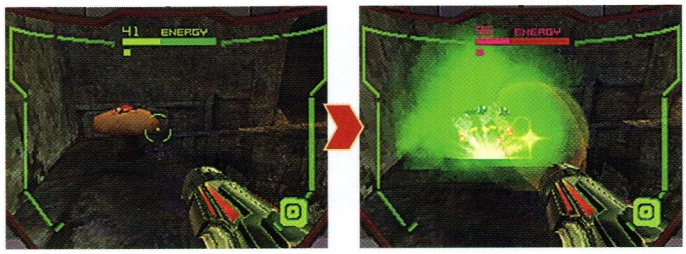
Ascend the ramps across from the shielded artifact. Explore around the ledges to the right to discover a Missile Expansion waiting in plain sight.

ENERGY IN THE WEEDS

There are a lot of plants in the **High Ground** area, many of which give up recovery items when shot. But beware—plants like the one shown below can deal damage if you step on them.

9 POISONOUS BLASTCAPS

Blastcap mushrooms aren't very aggressive, but they often end up in your way. They explode when shot, spreading a cloud of poison in a wide area, so fire at them only from a safe distance.

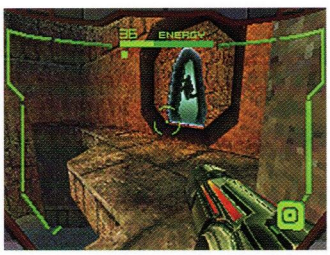


SCAN ELDER PASSAGE

BIOFORM: **VOLDRUM**
BIOFORM: **DIALANCHE**
[!]: **SWITCH**

10 TO PROCEED

In **High Ground**, enter the only door that is accessible at this time. To reach it, use the same ramps you used to reach the Missile Expansion, and explore the area to your left. The door leads to the **Elder Passage**, where you'll find another Artifact Shield.



11 ALL-YOU-CAN-EAT VOLDRUMS

After you pass the Artifact Shield, a force field will appear to seal you into a small room with three blue panels that continuously generate Voldrums. Focus on destroying the generators while dodging the Voldrums, then slay the remaining Voldrums for a quick victory.

12 SHOW SPIRE WHO'S BOSS

Ever the opportunist, Spire will attack as soon as you clear the room of Voldrums. Return fire, aiming for head shots, until he transforms to his alternate form and drops into the room. Track him with your Plasma Beam as you walk the periphery of the room, moving in lockstep with Spire. After you've taken about half his health, Spire will turn tail.

13 SCAN THE SWITCH

Either before or after your battle with Spire, scan the red switch on the wall to make the Shield Key appear. After the fight, you can use it to collect the next Alimbic Artifact.

14 THE ATTAMETER ARTIFACT

When you claim the Attameter Artifact, you will unseal the doors that connect the **Elder Passage** to **High Ground.** You can now finish off Spire and claim the third and final artifact.

15 FINISH OFF SPIRE

Use your radar to figure out where Spire is hiding, then blast his position with missiles. After you score a few hits, he may rush your position, which will give you several free shots. When he reaches you, jump away and repeat the process, using the area's many pillars as cover while you track him.

16 THE THIRD ARTIFACT

When you've bested Spire, he'll drop the third Shield Key. This will lower the Artifact Shield in the upper level of **High Ground**, allowing you to grab the Binary Subscripture Artifact. Blast plants for recovery items before you claim the artifact, since its disappearance will trigger a new wave of enemies.

17 PSYCHO BIT SPAWNERS

When you claim the final artifact, a series of floating platforms will descend, and three glowing blue panels will appear on the walls of the **High Ground** area. Each panel spawns an endless supply of Psycho Bits, so before you attempt to cross the platforms, destroy the three panels with your Charge Beam then hunt down the remaining Psycho Bits.

18 CROSS THE FLOATING PLATFORMS

Climb up the ramp where you found the artifact, then jump up on the "railing" along the path. From there you can step off onto the first platform, and a series of well-positioned long jumps will put you in front of the door on the highest level.

SCAN **ELDER PASSAGE**

[!]: SWITCH

19 THE PORTAL ROOM

The room at the highest level of the **Elder Passage** houses both portals. Scan the yellow switch to activate the nearest one, which will take you back to your ship to heal, save, and resupply. Don't pass up this opportunity—the other portal leads directly to the planet's boss.

SCAN **STRONGHOLD VOID**

BIOFORM: **SLENCH 1A**
BIOFORM: **ENERGY BLASTER**
LORE: **BIODEFENSE CHAMBER B**
BIOFORM: **SLENCH 1B**

BOSS SLENCH 1A

To damage Slench's central orb, you'll first need to destroy the pink, squirmy tubes that connect it to the wall. You must destroy all three in rapid succession, or the first one slain will regenerate before you can destroy the third. To eliminate them quickly, fire two missiles into each.

When the orb is loose, track it with your Power Beam and shoot it in the eye as you move from side to side to dodge its shots. Get in as much damage as you can, and repeat the process when it returns to the wall. While it's set in the wall, you can use your Power Beam to destroy the green blobs it fires. The blobs may contain recovery items.

SCAN **ECHO HALL**

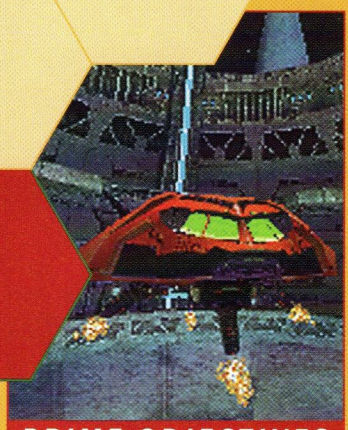
BIOFORM: **WEAVEL**
BIOFORM: **HALFTURRET**

20 FIGHT WEAVEL

You have only four and a half minutes to flee this time, but the route is short and there are no sealed doors to block your path. However, rival bounty hunter Weavel is lying in wait in the **Echo Hall.** Rush at him with aggressive head shots or wait until he takes his stationary Halfturret form—it's an easier target— and shoot plants and Zoomers for health if necessary.

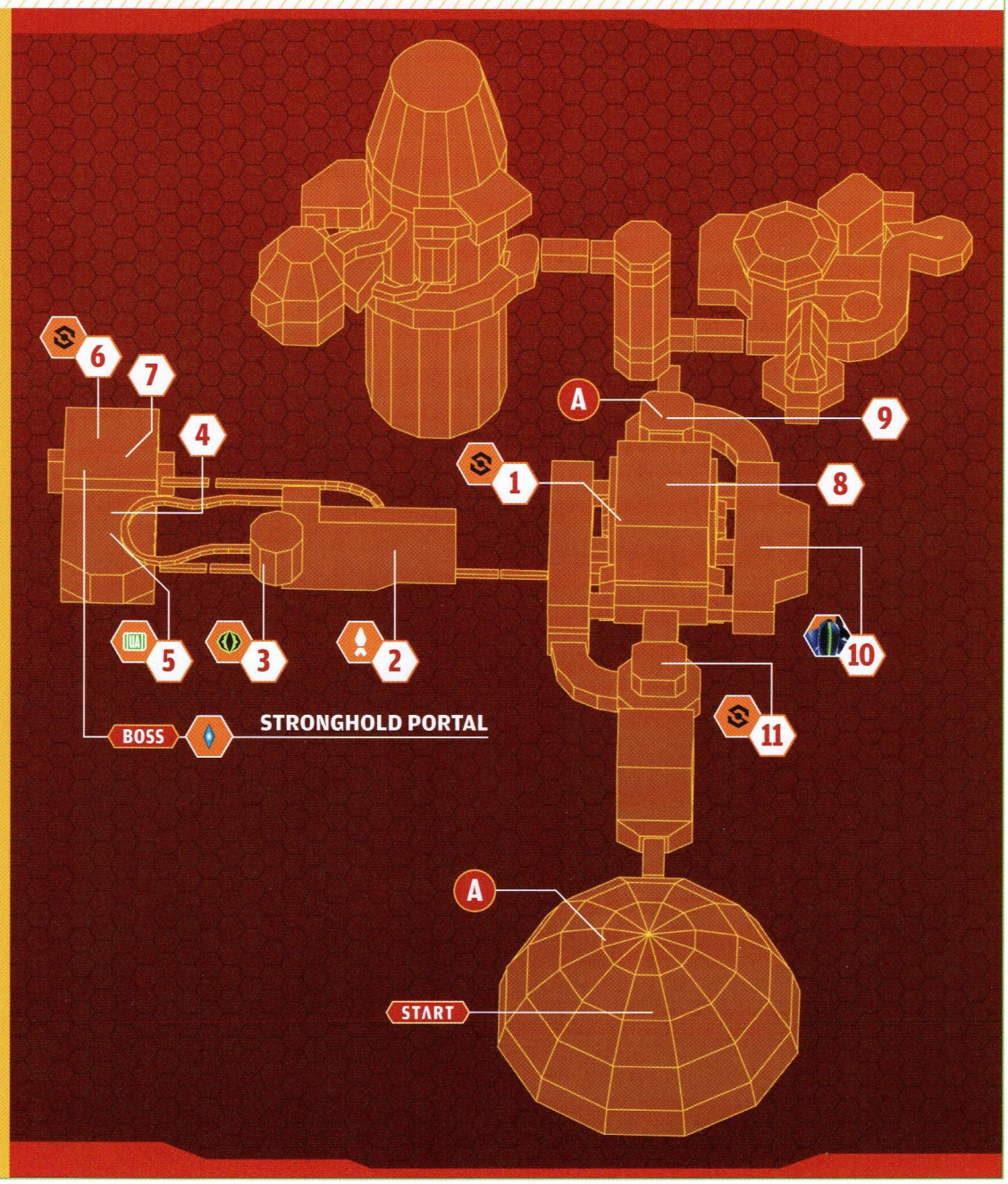
VESPER DEFENSE OUTPOST

This icy outpost seems to have been constructed for very small visitors. Fortunately, Samus's Morph Ball form is a perfect fit.



PRIME OBJECTIVES

- Attameter Artifact
- Missile Expansion
- Battlehammer
- UA Expansion
- Binary Subscripture
- Fight SYLUX
- Cartograph Artifact
- Octolith



SCAN VDO GATEWAY

OBJECT: VDO
OBJECT: ALIMBIC PROPHECY 03

SCAN BIO-WEAPONRY LAB

OBJECT: SPORE FARM
OBJECT: MIXING TANKS
OBJECT: LAB EQUIPMENT
OBJECT: CLONE ENGINE
OBJECT: FUEL ROD

SCAN WEAPONS COMPLEX

OBJECT: FROZEN FUEL LINE
BIOFORM: ALIMBIC TURRET v1.4
LORE: HISTORY 03
LORE: HISTORY 04
LORE: OCTOLITH SAFEGUARD

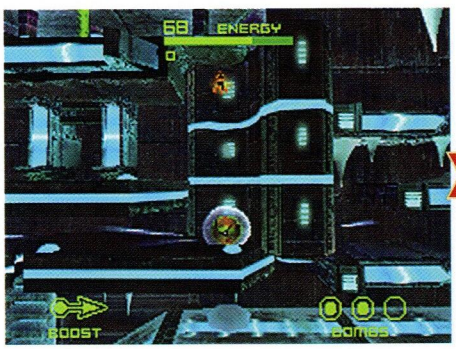
1 THE ATTAMETER ARTIFACT

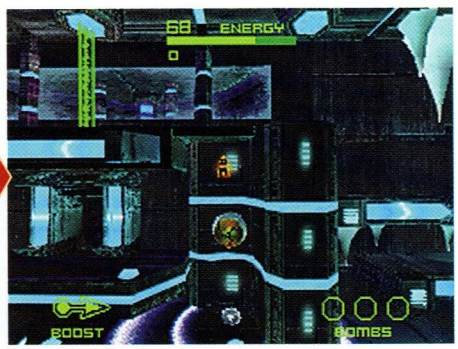
When you enter the **Weapons Complex** hallway, fire a pair of missiles to destroy the enhanced Alimbic Turret. Then turn your weapons on the generators and Psycho Bits in the central room, but make sure you're not standing on the force field when you kill the last one! When the force field dissipates, you can blast the Lesser Ithraks on the lower level from the safety of the upper level.

After you've destroyed the Lesser Ithraks, the first Shield Key will appear in the lower level. That will clear the Artifact Shield on the upper level, freeing the Attameter Artifact.

2 MISSILE EXPANSION

Blast open the Morph Ball-sized door in the **Weapons Complex** hallway to reveal a side-scrolling Morph Ball maze known as the **Cortex CPU**. Use Morph Ball Bombs to propel yourself up the three platforms to the top level. The green laser barriers can damage you, so time your movements so you're passing through while they're off. Drop off the ledge at the end and use a Morph Ball Bomb double jump to score a Missile Expansion.





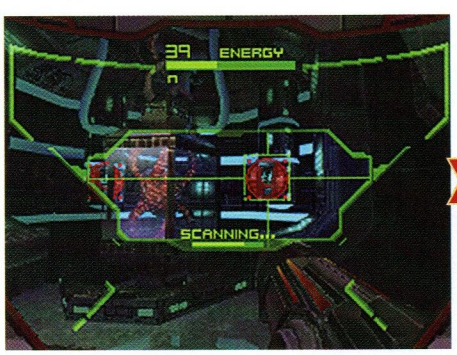
To do a Morph Ball Bomb double jump, drop one bomb, wait until it flashes, then drop another. When the first explodes, drop a third at the peak of your bounce. The resultant two-stage explosion will take you all the way up.

SCAN CORTEX CPU

[!]: SPECTRAL LOCK (1-4)
EQUIPMENT: BATTLEHAMMER
OBJECT: CORTEX CHAMBER

3 BATTLEHAMMER TIME

Roll left after getting the Missile Expansion (over the moving platform) and use the jump beams to reach the uppermost level of the area. Roll through the tube and into the center of the **Cortex CPU**, where you can finally revert to your normal form. Switch on your Scan Visor and use it to activate all four Spectral Locks. Once you've completed the set, you'll find the mighty Battlehammer, which deals heavy damage and can smash green force fields. Select the Battlehammer on the touch screen, use it to blast the force field behind you, and then return to the Morph Ball area.



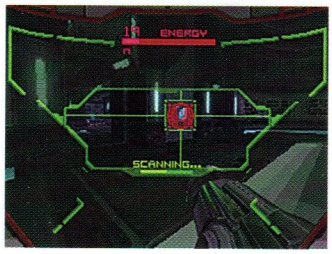
It's tempting to use the Battlehammer to excess, but be sure to save plenty of ammo for shooting green force fields. If you run out of ammo (displayed on the right side of the screen), you'll have to return to your ship.

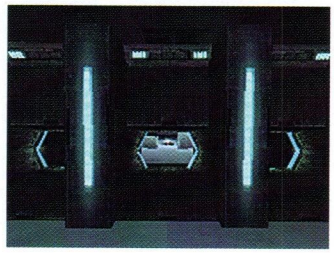
SCAN COMPRESSION CHAMBER

LORE: **HISTORY 05**
LORE: **HISTORY 06**
LORE: **HISTORY 07**
LORE: **ALIMBIC WAR 10**
[!]: **FORCE FIELD SWITCH (2)**
EQUIPMENT: **SMALL UA PACK**

4 OUT THE SIDE

Return to the area where you double-jumped to the Missile Expansion, and roll between the blue columns (into the screen) to reach the **Compression Chamber**. Use the Battlehammer to gain access to the adjacent room, and destroy the Psycho Bit generators and the Alimbic Turret from the relative safety of the doorway. Once inside, scan two force field switches to release the sealed force fields below. You'll have to scan while in midjump to release the switch on the far wall.





SCAN COMPRESSION CHAMBER

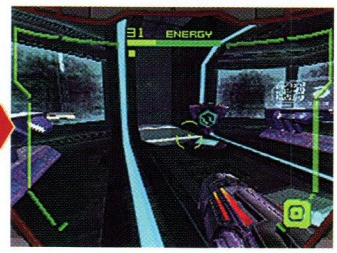
BIOFORM: **PSYCHO BIT v4.0**
LORE: **OUBLIETTE 08**
LORE: **HISTORY 08**
EQUIPMENT: **UA EXPANSION**

UA 5 UA EXPANSION

In the Morph Ball area, drop to the ground floor and roll left, where you'll find a small room with generators that spawn Psycho Bit v4.0 enemies. These enhanced Psycho Bits can freeze you solid, but they move slowly and are easy targets for missiles or the Battlehammer. When the room is clear, use your Morph Ball to roll through the center column and grab a UA Expansion.

6 BINARY SUBSCRIPTURE ARTIFACT

Roll through the windows to the next section of the room, and blast the Lesser Ithrak to make a Shield Key appear. Then return to Morph Ball form and roll through the tunnel behind the barrier and onto the jump beam. The Binary Subscripture Artifact awaits above.



7 RETURN OF THE GUARDIAN

Drop to the pit behind the artifact and face the Guardian in the room beneath you. Whichever weapon you choose, try to get close and aim for the head. When the Guardian falls, roll back through the Morph Ball maze to the right. Use Morph Ball Bombs to destroy the critter on the way for a Large Energy recovery item.

SCAN WEAPONS COMPLEX

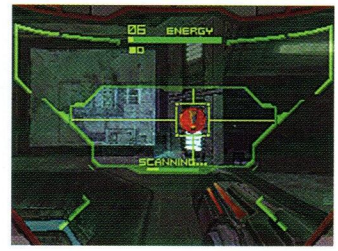
BIOFORM: **CRASH PILLAR**
OBJECT: **RED BLAST SHIELD**
OBJECT: **ALIMBIC PROPHECY 07**
[!]: **SWITCH**
EQUIPMENT: **LARGE UA PACK**

8 DUEL WITH THE CRASH PILLAR

Return to the **Weapons Complex** room where you found the first artifact. Blast through the green force field and prepare to go one-on-one with a Crash Pillar. Point your Missile Launcher or Battlehammer upward and approach it slowly; when it leaps, fire upward at its red underbelly while backing up to avoid the hit. Its death will activate an elevator to an upper level.

9 PORTAL SWITCH

Scan the switch at the top of the elevator to activate a portal back to your ship. You haven't found the third artifact yet, but you'll still want to save—Sylux is the toughest bounty hunter yet!



SCAN **WEAPONS COMPLEX**

BIOFORM: SYLUX
BIOFORM: LOCKJAW
OBJECT: GESTATION TANKS
OBJECT: DELANO 7

10 FIGHT SYLUX

Sylux is a fast and aggressive bounty hunter. Whose Shock Coil fires wide bursts of electricity that are nearly impossible to avoid—standard dodging tactics won't be terribly effective here. Instead, use your Missile Launcher or the Battlehammer and aim at Sylux's feet, where a successful blast will cause the hunter to shift to Lockjaw form.

Sylux's Lockjaw form leaves electrically charged bombs in its wake. If you run in a loop through the circle of hallways as you fight, you can avoid the painful traps entirely. Alternatively, boost into Sylux and follow up with repeated Morph Ball Bombs.

After sustaining enough damage, Sylux will move to the center chamber, where the hunter's ship will provide backup. Take the opportunity to search for items in crates before you begin the final battle. Sylux will drop the last Shield Key when you win the fight.

11 GET THE THIRD ARTIFACT

You'll find the Cartograph Artifact in an alcove off of one of the outer chambers. Save at your ship, then return to the **Compression Chamber** (by rolling between the two blue columns in the middle of the Morph Ball area). Drop to the middle level of the room, where the Stronghold Portal awaits.

SCAN **STRONGHOLD VOID**

BIOFORM: CRETAPHID v2

BOSS CRETAPHID v2

The boss in this stage is a different version of the Cretaphid from the Celestial Archives. This one fires green, heat-seeking balls of plasma that are very difficult to dodge. Instead, hold your ground and shoot their centers to destroy them.

Focus on defense by making the balls your priority, but shoot the blue eyes (which shift color from blue to red) when an opportunity presents itself. The destroyed plasma balls will drop many recovery items, which you can safely suck in after you've destroyed most of the eyes.

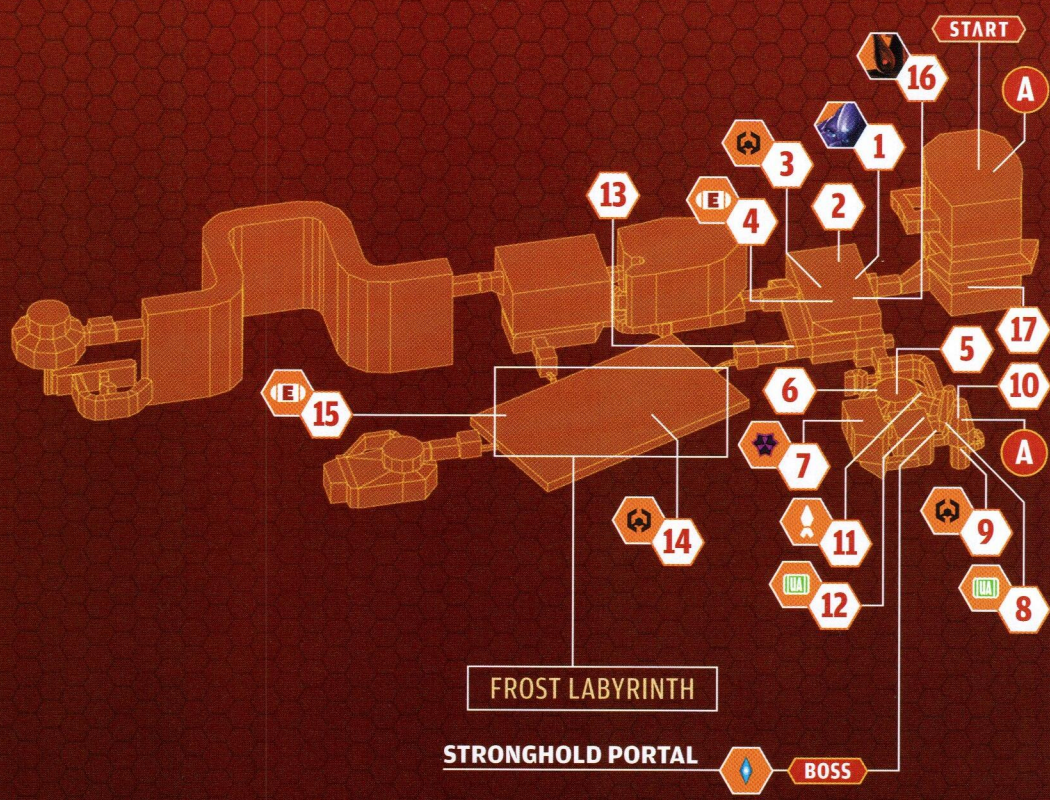
When you've shot all of the eyes, the crystal will emerge. Target it with a weapon of your choice; since there's plenty of healing energy around, you may want to simply endure the crystal's shots while you blast it with missiles for a quicker victory. After claiming the Octolith, you'll have three minutes to escape. Just switch to your Morph Ball form and roll all the way back to the **Weapons Complex** and onto your ship.

ARCTERRA

Noxus and Trace have beaten you to the icy wasteland of Arcterra, where the battle for the fourth Octolith has already begun.

PRIME OBJECTIVES

- Fight NOXUS
- Attameter Artifact
- Energy Tank
- Judicator
- UA Expansion
- Cartograph Artifact
- Missile Expansion
- UA Expansion
- Binary Subscripture
- Energy Tank
- Octolith
- Fight TRACE



SCAN ARCTERRA GATEWAY

OBJECT: **ARCTERRA**
OBJECT: **ALIMBIC PROPHECY 04**
BIOFORM: **GEEMER**
OBJECT: **ALIMBIC CREST**
BIOFORM: **SHRIEKBAT**

SCAN SIC TRANSIT

OBJECT: **ALIMBIC EMBLEM**
BIOFORM: **NOXUS**
BIOFORM: **VHOSCYTHE**
[!]: **PROXY LOCK (1-6)**
OBJECT: **ORANGE BLAST SHIELD**
OBJECT: **PURPLE BLAST SHIELD**
OBJECT: **DAMAGED BRIDGE**

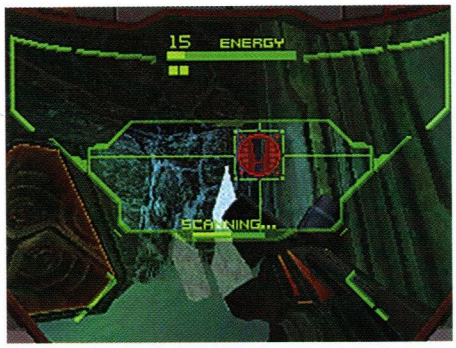
1 FIGHT NOXUS

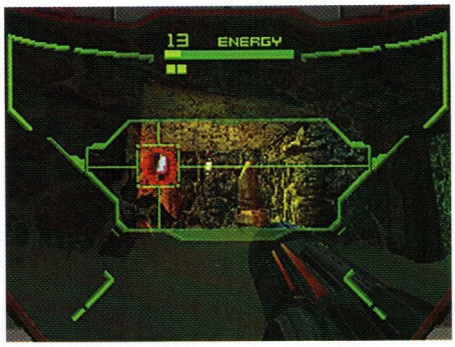
Make your way down the spiraling **Arcterra Gateway**, blasting Geemers with missiles or the Battlehammer as you go. At the bottom level you can enter **Sic Transit**, where you'll interrupt a firefight between Noxus and Trace. It seems Noxus would rather tangle with you, so he'll switch targets and force you to strafe to dodge his ice blasts.

Noxus's fallback position is under the ramp in the larger room, where Trace's weapons can't reach him. But there's no need to even enter; fire missiles through the doorway, from a great distance away, where you'll prove to be a far more accurate shot than he is. Trace's scream will let you know when to seek cover.

2 FIND SIX PROXY LOCKS

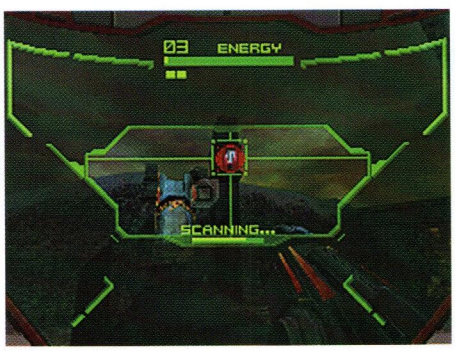
With Noxus eliminated, you'll be able to search the vast **Sic Transit** area for the six Proxy Locks that will unlock the door leading to the center room. After you destroy the glowing blue generators that are filling the area with bioforms, return to the entrance and locate Proxy Lock 5 in the small chamber shown in the screenshot to the right. (It's just past the ramp that Noxus liked to hide beneath.) After tripping that lock with your Scan Visor, proceed as detailed in the captions below.



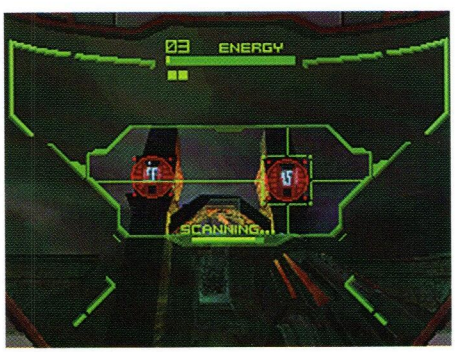


Cross the snowfield from Proxy Lock 5, and enter the ground-level central corridor. You'll find Proxy Lock 6 in the orange-lit chamber at the end, on your left.

At the end of the same corridor, jump up to the sealed doorway. Two more jumps to the right will take you to the upper level, and Proxy Lock 1 will be just above you.



Continue down the ledge, turn right at the purple blast shield, and pass through the next doorway on your right. You'll emerge at the damaged bridge, where Proxy Lock 2 is near the top of the right-side pillar.



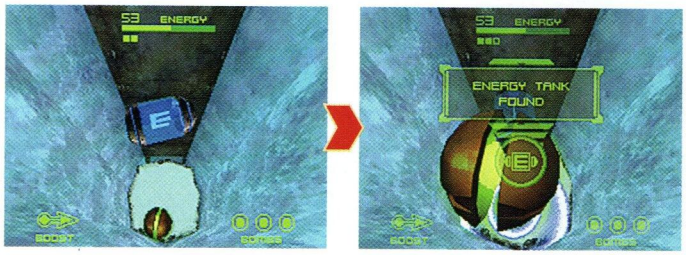
Cross the bridge, jump the gap in the center, and spin around at the end to spot the final locks. Proxy Locks 3 and 4 are perched high on the bridge supports.

3 ATTAMETER ARTIFACT

Turn around and cross the bridge, then hang a right and proceed down a ramp to find the Shield Key that appeared when you scanned the last lock. Claiming the key will unseal the door in the middle of the ground floor's central corridor. Inside you'll find the Attameter Artifact, the first of the three Alimbic Artifacts on Arcterra.

4 HIDDEN ENERGY TANK

The Attameter isn't the only valuable item in the center room. To find the third Energy Tank, use your Morph Ball form to roll under the bars across from the entrance. Roll onto the rising platform in the shaft, and use a bomb to launch yourself up to the Energy Tank when the platform is at its highest point.

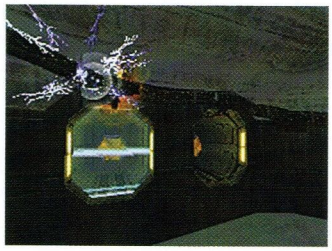


SCAN ICE HIVE

LORE: **ALIMBIC PRIDE 01**
OBJECT: **DISABLED JUMP PAD**
OBJECT: **VAULT DOOR**
[!]: **ENERGY ROUTER (A-F)**
BIOFORM: **BARBED WAR WASP**
[!]: **DOOR CONTROLLER UNIT**

5 GET THE POWER FLOWING

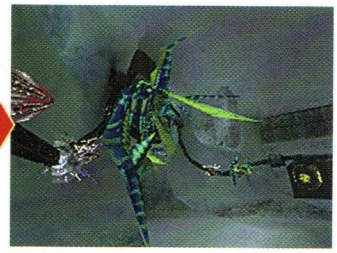
Leave the center room in **Sic Transit** and hang a right to reach the door to the **Ice Hive**, which is now unsealed. Drop to the ground level and scan Energy Router B. This will power up the circuit that leads to the upper-level Door Controller Unit and allow you to scan the rest of the Energy Routers in the room.

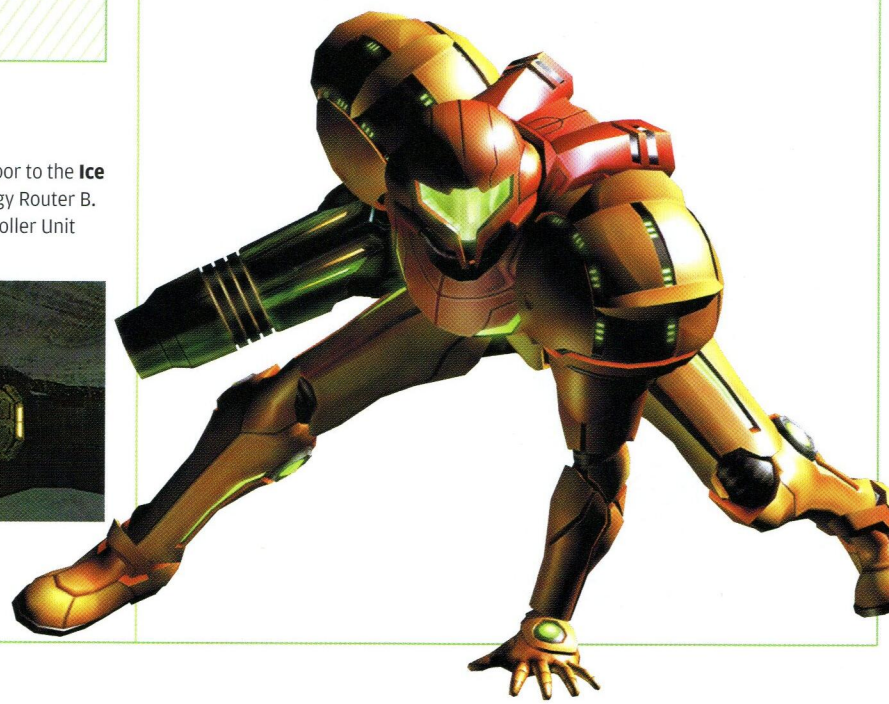


6 BATTLE THE DENIZENS OF THE HIVE

After scanning all the Energy Routers, the Ice Hive will fill with Barbed War Wasps. They spawn from five small nests along the power line, so destroy each nest before you turn your Power Beam on the wasps hovering in the center of the room.

When the room is clear, use the jump pad to return to the upper lever and scan the Door Controller Unit at the end of the hall. This will open the door in the lower part of the hive, which leads to a new area.



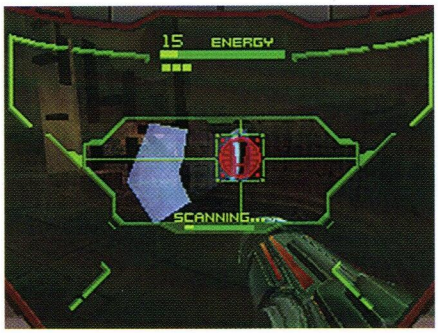


SCAN ICE HIVE

BIOFORM: **BLUE-BARBED WAR WASP**
OBJECT: **ICE BRIDGE**
OBJECT: **WITHERITE SHARDS**
OBJECT: **AMMOLITE SHARDS**
OBJECT: **ALIMBIC INSIGNIA**
[!]: **PLATFORM CONTROLLER**
EQUIPMENT: **JUDICATOR**

7 GET A NEW WEAPON: THE JUDICATOR

Approach the wall that has exposed support beams, and scan the switch on the wall to activate a series of platforms in the upper part of the room. Roll into the crumbled structure in Morph Ball form, and use bombs to propel yourself up a level then onto a rising platform. Roll through the grooves in the walls, over another series of platforms, and drop onto the Judicator. If you run out of time and the platforms revert, you'll need to scan the switch again and start over.



When you're forced to make precise movements in Morph Ball form, use your stylus to steady yourself.

SCAN ICE HIVE

LORE: **HISTORY 09-11**
OBJECT: **HEATING SYSTEM**
[!]: **SWITCH**

8 UA EXPANSION

Use the weapon-select icon in the upper-right corner of your touch screen and equip the Judicator. This is the same supercooled plasma blaster that Noxus used in your duel earlier, and you can use it both to shatter foes and to destroy purple force fields. Try it out on the force field beneath the ledge where you found it—you'll reveal an ice bridge with a few Geemers. At the opposite end of the bridge, look right and blast open the purple force field. Jump through the open space to find a UA Expansion.

9 THE CARTOGRAPH ARTIFACT

After claiming the UA Expansion, turn around and destroy the turret in the small, circular room ahead of you. Once it's out of the way, a Shield Key will appear. Be careful not to fall off the narrow ledge when you first enter the room, otherwise you'll have to backtrack all the way from the entrance to the Ice Hive.

The second artifact will appear on the small outcropping in the room below you. Drop through the opening where you found the Shield Key to grab it. If yu fall too far, look for the jump pad to propel yourself back up to the platform.

10 ACTIVATE THE SHIP PORTAL

Continue down the hall, blasting plantlike bioforms to reveal recovery items. At the end you'll discover the yellow switch that activates the portal back to your ship. Warp back to reload and save your game.

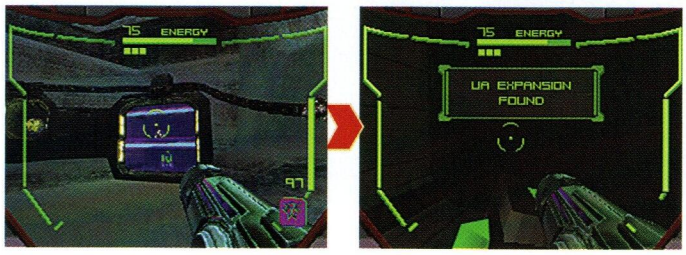
When you return, turn in the opposite direction of the switch to discover a raised alcove and the location of the Stronghold Portal. Jump onto the ice stalagmite to reach it, and switch to your Scan Visor to find three hidden lore entries.

11 MISSILE EXPANSION

Continue past the portal, into a second hallway filled with bioform flora. Keep your eyes peeled for a small hole on your left. Use your Morph Ball form to roll onto a small ledge that holds a Missile Expansion.

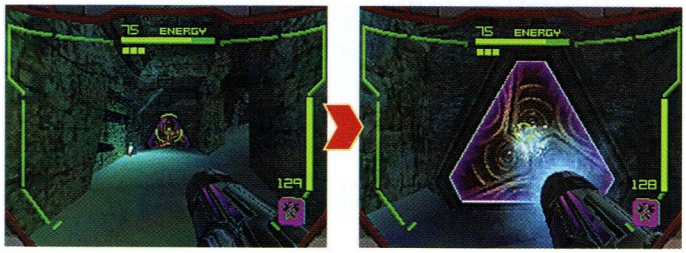
12 UA EXPANSION

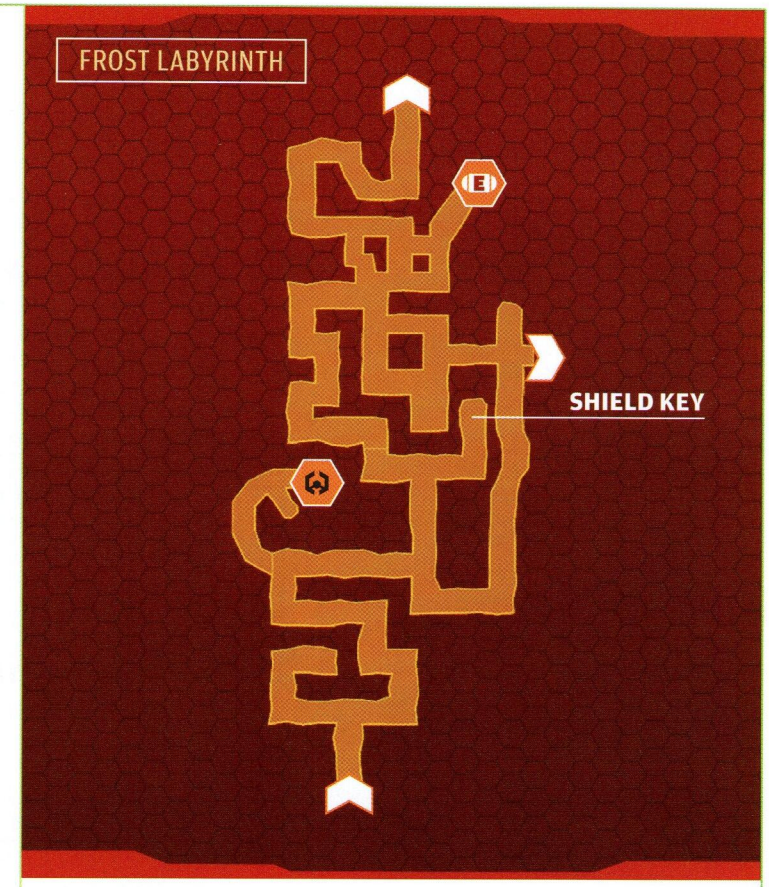
After grabbing the Missile Expansion, drop off the ledge and blast the purple force field beneath it. Inside, you'll discover the second of two UA Expansions in this level. Use the jump pad to return to the upper level and step through the door to **Sic Transit.**



13 BACK TO SIC TRANSIT

In **Sic Transit** , jump up the ledges to your left. On the upper floor, head straight to the door with the purple blast shield on it. Blast it open to reveal the Morph Ball-sized entrance to the **Frost Labyrinth**.





14 CRACKS IN THE ICY SURFACE

Within the icy maze of the **Frost Labyrinth** you'll spot a Shield Key hovering far above you. To reach it, use a double Morph Ball Bomb bounce to blast yourself through a crack in the ice and into the key. Grabbing it will unseal the door you passed earlier in the labyrinth. Drop a bomb between the blue pillars to open a path to the Binary Subscripture Artifact. After you grab it, return to the **Ice Hive** and use the Stronghold Portal there to challenge the boss.

15 ENERGY TANK

There's an Energy Tank tucked away in the upper-right corner of the Frost Labyrinth. Time your Morph Ball boosts to slide through the green electric barriers when they're turned off. You can grab the Energy Tank either before or after you snag the artifact—just don't leave the area without it.

SCAN STRONGHOLD VOID

BIOFORM: SLENCH 2A
BIOFORM: SLENCH 2B

BOSS SLENCH 2A

The only weakness of Slench 2A is cold—you'll need to use three shots from your Judicator to destroy each tentacle, and once Slench is free from the wall, only the Judicator will be effective at damaging its unshielded eye.

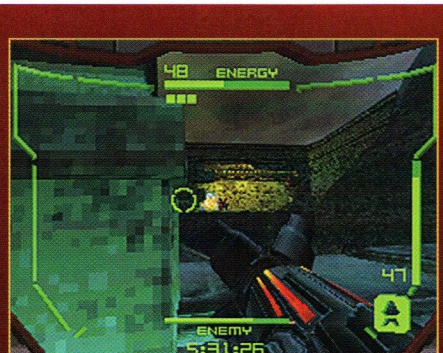
The Judicator can't fire quickly, so aim your shots carefully and fire only at close range. You may take a few combat cycles to destroy its fast-moving final form. If you run out of Judicator ammo, stand toward the back of the room to dodge the energy blasts and earn Small UA Packs and life energy by shooting the green plasma balls.

SCAN SIC TRANSPORT

BIOFORM: TRACE
BIOFORM: TRISKELION

16 FIGHT TRACE

When you return to **Sic Transit**, you'll once again find a hunter waiting to ambush you. This time it's Trace, who wields a deadly and precise sniper weapon. He'll begin sniping from the lit upper ledge behind you, and you can use the damaged bridge's pillar as cover while you return fire with missiles. After a few good hits, Trace will drop to the lower area. Jump down after him and stay on his tail, firing missiles, for the rest of the fight. When Trace stands still, he'll become invisible. Use the radar to track him down.



17 GUARDIAN FIGHT

Back in the **Arcterra Gateway**, you'll face a second ambush. As you begin the long climb back to your ship, three Guardians will appear. Use Judicator headshots to eliminate them quickly.

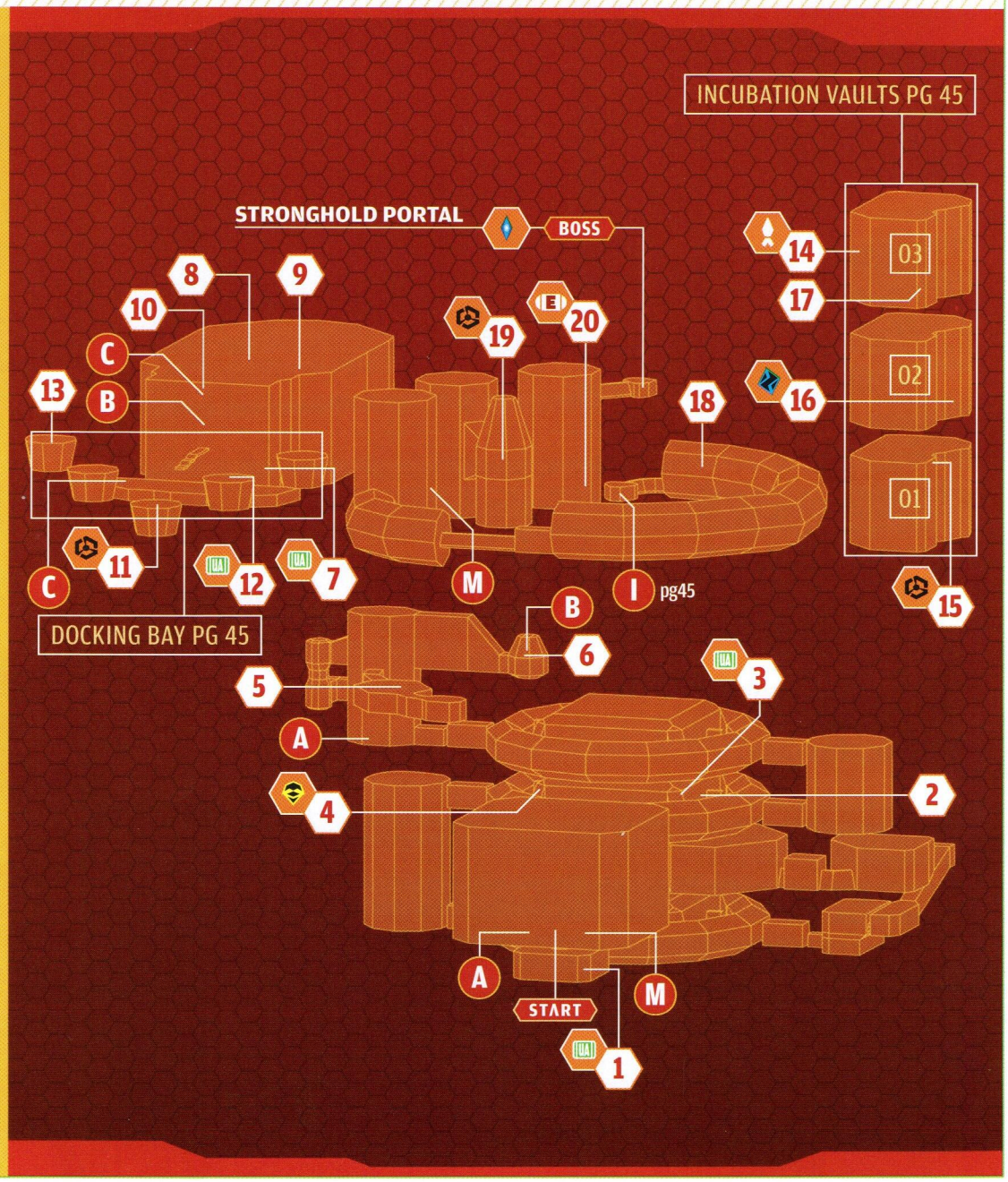
Your best bet is to hold your position on the steps and let the Guardians come to you. As they jump up at you, blast them in the head.

CELESTIAL ARCHIVES

In the crumbling ruins of the Celestial Archives' outer shell, one misstep will send Samus into the void of deep space.

PRIME OBJECTIVES

- UA Expansion
- UA Expansion
- Volt Driver
- UA Expansion
- UA Expansion
- Cartograph Artifact
- Attameter Artifact
- Shock Coil
- Missile Expansion
- Binary Subscripture
- Energy Tank
- Octolith

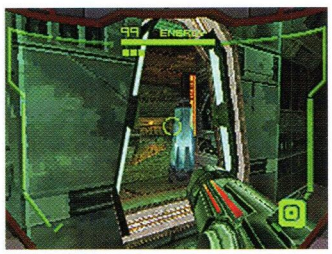


1 UA EXPANSION #1

Now that you have the Battlehammer in your arsenal, you can destroy some of the green force fields that abound in the Celestial Archives. The first one is directly beneath your ship; roll under the landing pad and destroy the force field to reveal a small room that contains a UA Expansion.

2 TWO ROUTES TO DATA SHRINE 02

Your next destination is the area of **Data Shrine 02** accessible through the green-blast-shield-sealed door. You can either walk straight there, or take the portal to the **Synergy Core** and backtrack (which is a shorter route). Bounty hunters will now appear randomly in the larger rooms, so be ready for anything!



The shortest route is to warp to the **Synergy Core**, travel to **Data Shrine 03** (where you'll have to battle with either Guardians or a hunter) and then drop to **Fan Room Beta** to reach **Data Shrine 02**.

SCAN DATA SHRINE 02

EQUIPMENT: VOLT DRIVER
OBJECT: LITERARY HUB
OBJECT: MEDICAL HUB

3 UA EXPANSION #2

When you reach **Data Shrine 02**, use your Battlehammer to open one of the doors locked with a green blast shield. Inside you'll find either a pair of Guardians or a bounty-hunter ambush. Clear the room, then jump onto the central pillar to grab another UA Expansion.

4 GET THE VOLT DRIVER

From the central pillar, jump across to the Morph Ball-sized door surrounded by blue pillars. Inside you'll find the Volt Driver, which fires high-velocity energy blasts that can destroy enemies or shatter yellow force fields.

5 CLEAR THE YELLOW FORCE FIELD

Make your way back to the **Synergy Core** and use your Volt Driver to blast through the yellow force field. Take the elevator on the other side, then use a jump pad to cross the upper part of the **Synergy Core**.

SCAN **SYNERGY CORE**

OBJECT: ALIMBIC PROPHECY 05
OBJECT: YELLOW BLAST SHIELD

6 ANOTHER PORTAL

Scan an Alimbic Prophecy in the area across from the jump pad, then step through the door. You'll find a portal that warps you to the new **Transfer Lock** area.

SCAN **TRANSFER LOCK**

OBJECT: DOCKING BAY L2
OBJECT: DOCKING BAY L3
OBJECT: DOCKING BAY L1

7 UA EXPANSION #3

Drop to the lower area of the **Transfer Lock**, where you'll find a UA Expansion and a Voldrum generator. When you've cleared the room of items and enemies, use the jump pad to return to the upper level.

SCAN **TRANSFER LOCK**

OBJECT: PHOTON STABILIZER
BIOFORM: PSYCHO BIT v2.0
[!]: SWITCH
[!]: PORTAL CONTROLLER

8 HOLD THE HIGH GROUND

Pass through the white, hexagonal curtain on the upper level to reach the main area of the **Transfer Lock** room. The room seems empty at first glance, but halfway across the bridge, Voldrum and Psycho Bit generators will appear. Hold the high ground and destroy the generators from the bridge. The next wave of foes consists of a pack of Guardians—you may want to drop to the ground floor so you'll have more room to strafe. Stay near the entrance so the Psycho Bit v2.0's can't get into the fight.

9 A DEADLY NEW FLAVOR OF PSYCHO BIT

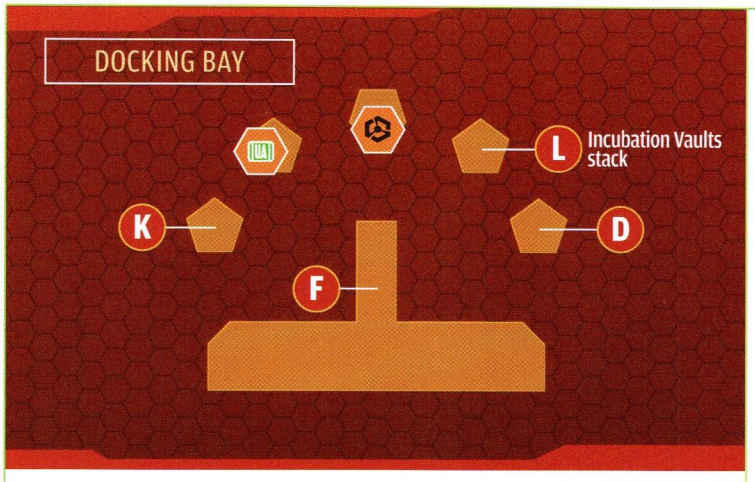
At the far end of the room you'll find three generators spawning Psycho Bit v2.0 enemies. Destroying each generator will release a nearby switch, so eliminate all three then fire at each of the switches, which will lower the force fields on three more switches. Shooting those will lower the final force field and allow you to enter the central structure. Scan the Portal Controller inside to activate a new portal.

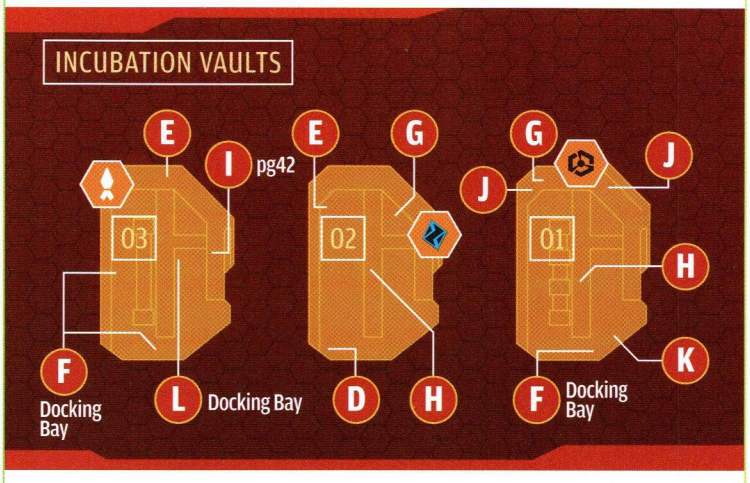
10 NEW PORTAL

You'll find the new portal in the first, smaller area of the **Transfer Lock**, on the uppermost level of the room. When you step on it, it will warp you directly to the vast **Docking Bay** area. A Guardian is waiting on the other side, so be prepared to hit the ground running!

SCAN **DOCKING BAY**

LORE: ALIMBIC ORDER 01-04
LORE: FINAL WISH





11 THE CARTOGRAPH ARTIFACT

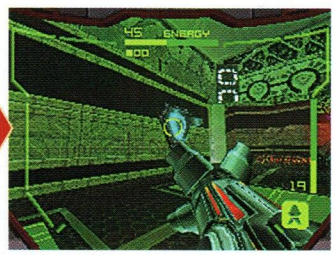
After you destroy the Guardian, grab the nearby Shield Key. Afterward, a floating platform (the only one on the ground floor) will take you to the Cartograph Artifact.

12 EXPANSION #4

Jump to the upper level of the **Docking Bay** and travel down the thin bridge, where four moving platforms meet. Hop onto the second one from the left, which will take you to this level's fourth UA Expansion.

13 INFILTRATE THE INCUBATION VAULTS

The next platform to take is the first one on your right, which leads to a portal to **Incubation Vault 02**. Destroy the Crash Pillar by shooting its underbelly when it jumps, then brace yourself for an onslaught of Psycho Bits, Guardians, and new Electro Voldrums. Move fast and target the generators first.



SCAN INCUBATION VAULT 02

OBJECT: BLUE FORCE FIELD
EQUIPMENT: SHOCK COIL
BIOFORM: ELECTRO VOLDRUM

SCAN INCUBATION VAULT 03

OBJECT: PORTAL CONTROL
OBJECT: INCUBATION TANK B

14 MISSILE EXPANSION

There are three portals in this room. On the side with two portals, take the one on the left to reach a catwalk over **Incubation Vault 03**, where you'll emerge near a Missile Expansion. There are some objects to scan in here, but little else; when you're done, use the same portal to return to **Incubation Vault 02**.

SCAN **INCUBATION VAULT 01**

OBJECT: INCUBATION TANK A

15 THE ATTAMETER ARTIFACT

Back in **Incubation Vault 02**, take the portal on the right (by the blue force field) to **Incubation Vault 01**. Stay on the catwalk if you can, and use your Battlehammer or Missile Launcher to destroy the two Guardians from above. If you fall to the ground level, you'll have to take a series of portals to return to the catwalk and claim the Shield Key and Attameter Artifact.

16 CLAIM THE SHOCK COIL

Next, take the portal that's in the center of the catwalk in **Incubation Vault 01**. It leads to a catwalk in **Incubation Vault 02**, which you should follow to a nearby side room. Drop through the hole in that room to end up behind the red windows, near the Shock Coil. Use it to destroy the blue force field.

17 EXIT THE MAZE

Take the portal on the left to **Incubation Vault 03**, and shoot the blue force field shown in the screenshot. Drop to the floor of the side room, and destroy the other blue force field to save time during your escape. Then use the portal in the side room to warp to **Tetra Vista**.

SCAN **TETRA VISTA**

OBJECT: SHIELD GENERATOR
OBJECT: GRAVITY STABILIZER

18 TETRA VISTA

The Tetra Vista corridor has seen better days, and one misstep now will send you plummeting to your death. (Fortunately, there's a checkpoint at the beginning.) Tetra Vista requires precise jumping, but you can walk along the edge instead for much of the time. Beware of occasional Psycho Bits who will try to knock you off!

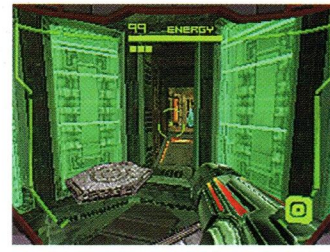
SCAN **NEW ARRIVAL REGISTRATION**

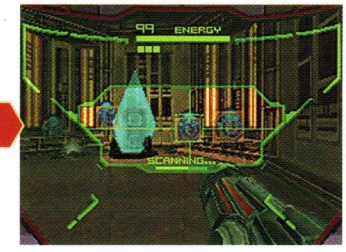
BIOFORM: QUADTROID
[!]: SWITCH
LORE: GOREA 06-09
BIOFORM: GREATER ITHRAK

19 BINARY SUBSCRIPTURE ARTIFACT

The parasatic Quadtroid bioforms in the **New Arrival Registration** area are particularly dangerous. If one latches onto you, switch to your Morph Ball form and drop a bomb quickly to escape.

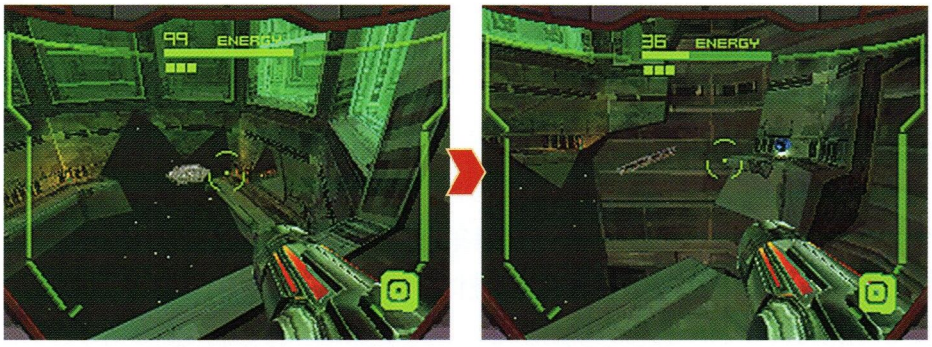
In the tower area you can activate a portal back to your ship to heal and save. When you return, shoot down the Psycho Bits and ride the platforms to the top of the first tower. In the second tower, jump across to the room with the Artifact Shield inside and use your Scan Visor to read all the Gorea Lore entires. Afterward, you can claim the Binary Subscripture Artifact. Beware of a Lesser Ithrak ambush on your way out!





E 20 ENERGY TANK

After claiming the final artifact, jump to the lower ledge of the second tower and cross the platform to the third tower. Make your way around the rim at the base of the tower to grab the fifth Energy Tank, then ride the platforms up to the small alcove where the Stronghold Portal is.

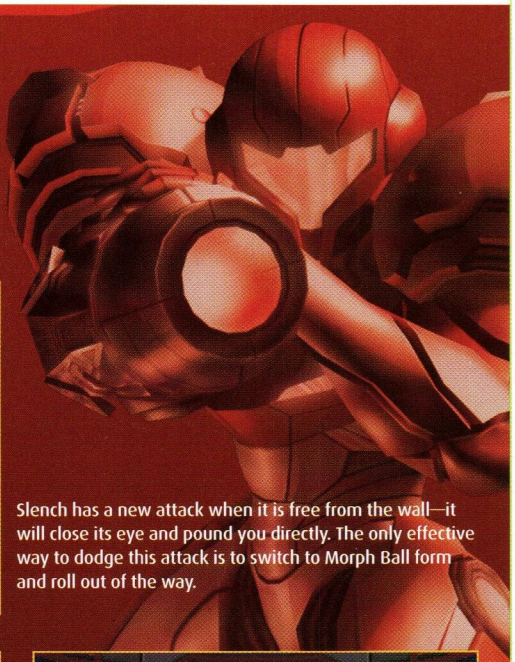


SCAN STRONGHOLD VOID

BIOFORM: SLENCH 3A
BIOFORM: SLENCH 3B

BOSS SLENCH 3B

This time around, Slench is vulnerable only to your trusty Battlehammer (although other weapons will do light damage to its eye). Remember that the Battlehammer fires in an arc, so you'll need to aim above your targets to hit the tentacles and damage the eye. You'll find it easiest to score hits at very close range.



Slench has a new attack when it is free from the wall—it will close its eye and pound you directly. The only effective way to dodge this attack is to switch to Morph Ball form and roll out of the way.

This time, the Energy Blasters fire slow-moving disruptor rounds that are very easy to dodge. When you need ammo or are low on health, simply stand back, move slowly from side to side, and use your Power Beam to shoot the green plasma rounds for energy and UA ammo.

A VERY TIGHT ESCAPE

A time of 8:30:00 seems generous, but escaping this stage will be tough. You must take a lot of jumps in the first half, and in the second half you'll have to destroy several Guardians.

On your way back through **Tetra Vista**, you'll need to take a new route. Use the outer ledge shown here.

The portal by the terminal is the quickest path to the **Docking Bay**. Use the portal by the Docking Bay doors, then drop to a lower portal in the **Terminal Lock**.

Don't get lost in the **Data Shrines**. You'll always leave through the doors *without* blue pillars.

Data Shrine 02 has many exits. Exit through the door to the right of the Volt Driver platform.

ALINOS

On her last trip, Samus was able to remain on the relatively cool surface of Alinos. Now it's time to visit this world's flaming heart.

PRIME OBJECTIVES

- UA Expansion
- Magmaul
- Energy Tank
- Cartograph Artifact
- Missile Expansion
- Attameter Artifact
- UA Expansion
- Binary Subscripture
- Octolith

1 BACK TO HIGH GROUND

When you land in Alinos, take the portal to **High Ground**, where your second mission begins.

2 BOUNTY-HUNTER DUELS

Whenever you pass through **High Ground**, there's a good chance you'll find a bounty hunter waiting. The Judicator is generally the weapon of choice, although you aren't sealed in, so you may just want to run toward your destination and ignore the hunters. The hunters can track you throughout the tunnels beneath **High Ground**, but no farther than that.

SCAN HIGH GROUND

OBJECT: THERMAL REGULATOR
LORE: HISTORY 02
[!]: SWITCH
LORE: ALIMBIC PROPHECY 06

3 UA EXPANSION IN A MAGMA POOL

Use your Volt Driver to destroy the yellow force fields beneath **High Ground**, then switch to the Judicator to blast open a small purple force field. Roll into the magma in Morph Ball form, and follow the path of energy throughout the maze. When you get stuck, use a Morph Ball Bomb to boost yourself upward. At the end, you may need to use two bombs to reach the ledge where the UA Expansion is. Drop another to propel yourself to an exit.

4 PURPLE FORCE FIELD

Back in **High Ground,** use the Judicator to blast the purple force field where you previously found an Alimbic Artifact. Proceed up the hallway, bypassing the first door on your left (it leads to the **Combat Hall**, an area you need not visit on this trip). As you proceed through this area, use your Scan Visor to search for more log entries.

5 SCAN AND RIDE

When you reach the top of the ramp, make your way around the ledge (watch out for a pit in the center) and scan the switch to activate a platform. Ride the platform to the other side of **High Ground,** scan for a second lore entry, and jump across another small pit to reach the door to the **Alimbic Garden**.

SCAN ALIMBIC GARDENS

BIOFORM: RED-BARBED WAR WASP
LORE: GOREA 01-02
LORE: ALIMBIC WAR 02
OBJECT: ALIMBIC GARDEN

SCAN THERMAL VAST

BIOFORM: PSYCHO BIT V3.0

6 THE THERMAL VAST

After crossing the **Alimbic Garden** (don't miss a trio of log entries) you'll find a Morph Ball tunnel that leads to the lava-filled **Thermal Vast**. Ride the first platform to the center, wait for the platforms to meet, then jump across to the next one. Jump from the third platform to the side ledge, where a Morph Ball tunnel connects to the other side. Follow the ledge to a second Morph Ball tunnel, which connects to the **Alinos Perch**.

7 DESTROY GUARDIANS

Three Guardians rush you when you enter the **Alinos Perch**. There's no real cover to hide behind, so engage them and walk side to side as you return fire with the Judicator or missiles. This is a vast area, but your destination is the door just to the left of your entry point—you can ignore everything else for now.

SCAN COUNCIL CHAMBER

OBJECT: GLYPH PATTERN
OBJECT: WALL SCROLL
OBJECT: COUNCIL CHAMBER
BIOFORM: FIRE SPAWN
EQUIPMENT: MAGMAUL
OBJECT: ORANGE FORCE FIELD
[!]: JUMP PAD SWITCH

8 MAGMAUL

The Fire Spawn appears as soon as you pass through the force curtain inside the **Council Chamber**, but circle all the way around the lava pool before you engage the enemy, since there's more space to dodge on the other side. When you're on the opposite side, fire two Judicator blasts into the Fire Spawn's gaping maw, then move to the side to dodge its attack. Prepare for another double shot when it rises again, and repeat until the Fire Spawn is slain. Once you get the timing down, you can beat the Fire Spawn with ease. After your victory, grab the Magmaul from the center of the room.

E 9 ENERGY-TANK DETOUR

Use the Magmaul to destroy the two nearest orange force fields. The one to the right (the highest) leads to a short hallway with an Energy Tank at the end. Go through the passageway below it and to the left to return to the **Alinos Perch**. Ignore the other two force fields for now—you'll come back for them later.

SCAN ALINOS PERCH

BIOFORM: MAGMA VOLDRUM
[!]: PLATFORM SWITCH (x3)
OBJECT: CEREMONIAL CHARMS
[!]: SECURITY COMPUTER

10 THE FIRST TWO SWITCHES

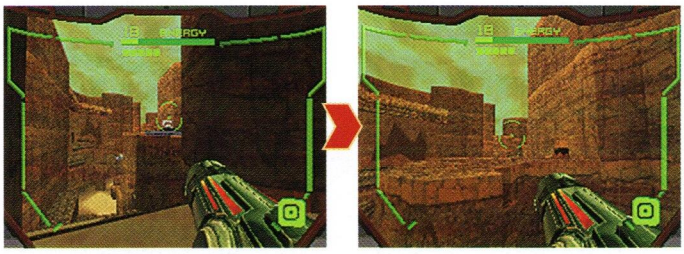
To activate a network of platforms in the **Alinos Perch**, you'll need to find and shoot three switches. The first is on a pillar in the middle of the sand, and the second is halfway up the ramp at one end of the room. To reach the third, you'll need to take the ramp to the upper area. As you're destroying the Magma Voldrum generators, beware of the turret behind you!

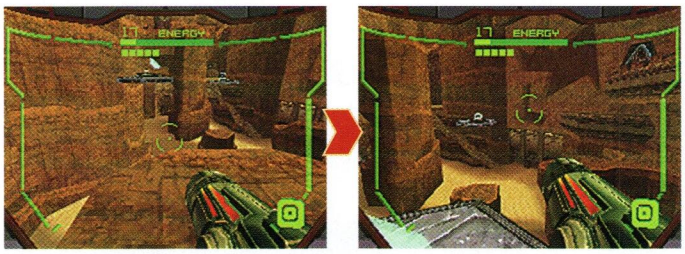
11 SWITCH #3 AND A MISSILE EXPANSION

To find the third switch, destroy the orange force field in the upper level of **Alinos Perch**. Inside, you'll find a Missile Expansion to your left and the third switch (guarded by some Psycho Bits) to the right.

12 THE JUMP-PAD TRAIL

When you re-enter the room's main area, jump onto the new platform on your right. The jump pad there will send you to a ledge where there's a security computer you can scan to unseal a door. Leap from there to the levitating platform below, which will bounce you to the final platform and then to the door.





SCAN CRASH SITE

OBJECT: STUCTURAL DEBRIS
LORE: ALIMBIC PRIDE 03

13 CARTOGRAPH ARTIFACT

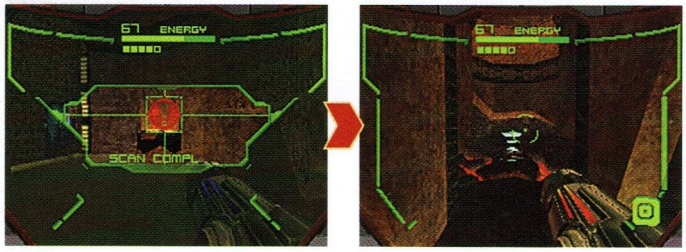
Enter the **Crash Site**, where the first artifact is locked behind an Artifact Shield. You'll need to jump into the rubble at the top of the room to reach the Shield Key, which will lower the force field near the Cartograph Artifact.

SCAN COUNCIL CHAMBER

LORE: ALIMBIC WAR 03
LORE: GOREA 05
LORE: ALIMBIC WAR 07
LORE: ALIMBIC PRIDE 04
[!]: SECURITY COMPUTER (x2)
BIOFORM: ICE VOLDRUM
[!]: SWITCH

14 SCAN SWITCHES

Return to the **Council Chamber** (where you fought the Fire Spawn) and blast open the orange force field to the right. This may unleash a Guardian—don't be taken by surprise! Follow the path to the right, where you'll find a security computer. Scan it to release the room's final force field, behind which you'll find a jump pad that will propel you to the upper part of the room.

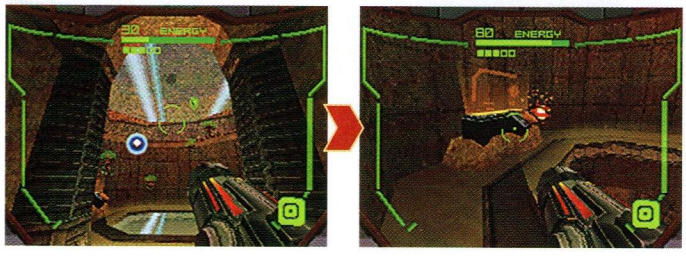


15 MAGMA AND ICE VOLDRUMS

In the round room that follows, two generators will start spitting out Voldrums. The Ice Voldrums are weak to your Magmaul, whereas the Magma Voldrums are weak to the Judicator, but both will go down pretty quickly if you switch to your Missile Launcher.

16 ATTAMETER ARTIFACT AND PORTAL

Clearing the room lowers the force field so you can reach an alcove with a portal back to your ship. Before you head back, scan the nearby security terminal to reveal a Shield Key and lower another force field. Blast through a swarm of Petrasyls, then drop into the pit, shoot a switch to activate a jump pad, and leap up to the Attameter Artifact. Save and heal before you step through the door to the **Processor Core**.



SCAN PROCESSOR CORE

OBJECT: BACKUP PROCESSOR
OBJECT: LAVA PROCESSOR 01-02
LORE: ALIMBIC PRIDE 02

17 KEEP MOVING!

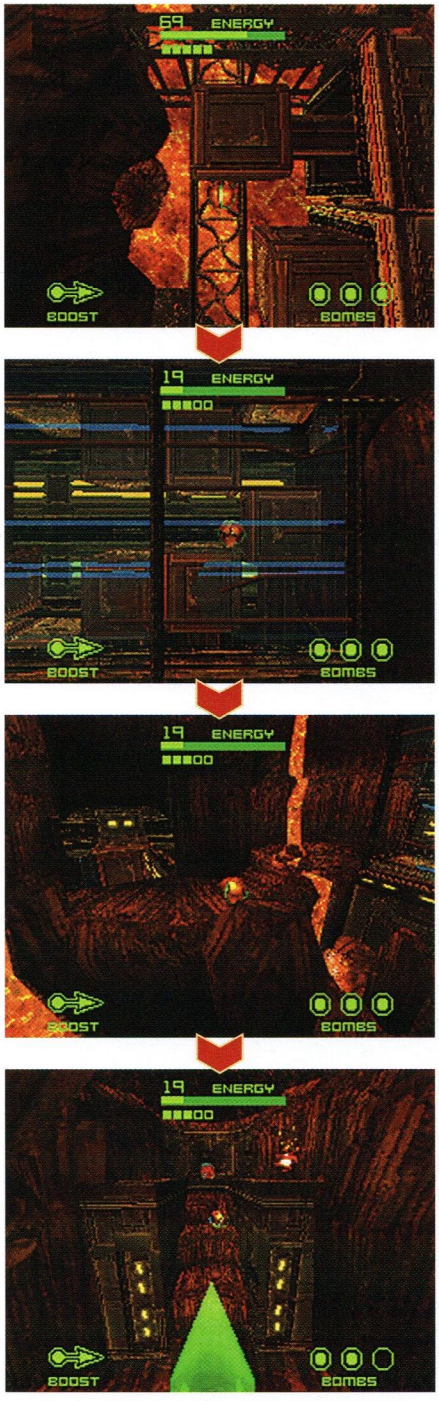
When you enter the **Processor Core**, you may find bounty hunters waiting for you. Fighting is difficult in these tight quarters, so it's easiest just to ignore them and jump straight to the elevator. They won't be able to follow you into the Morph Ball tunnel.

18 RIDE THE ELEVATOR DOWN

When you first enter the **Processor Core**, jump across to the catwalk, and jump from there to the top of the tower to your right. Jump to another ledge to get a UA Expansion. At the very bottom you'll find a Morph Ball tunnel—roll inside before the platform starts moving again.

19 THE FINAL ARTIFACT

The Morph Ball maze that follows is the toughest one yet. If the first pistons knock you into the lava, it's no big deal—you can roll to a rock outcropping and bomb your way back up. But if the later pistons knock you into a wall or each other, you'll be destroyed. Pause in all the safe spots to learn the timing of the pistons, then act decisively.



You'll find an Artifact Shield at the end of the maze, and a staircase you can ascend with Morph Ball Bombs. Grab the Shield Key to release the Binary Subscripture Artifact, then bomb your way to the door.

20 THE STRONGHOLD PORTAL

Return to the **Council Chamber** and use the portal to return to your ship. When you're ready to complete this mission, drop to the ground floor of the **Processor Core**, where you'll find the Stronghold Portal. There may be a bounty hunter in the area, so use your map to find the portal and move directly toward it to avoid a confrontation.

SCAN STRONGHOLD VOID

BIOFORM: CRETAPHID V3

BOSS CRETAPHID V3

This Cretaphid has the same laser blasts as previous versions, but can also fire green heat-seeking plasma from its blue eyes. The standard Power Beam is the only weapon that fires fast enough to shoot down the plasma, so use it during the pillar stage. You can now disable the laser-firing eyes (when they flash blue) so target them first. With them out of the way, dodging will be a whole lot easier.

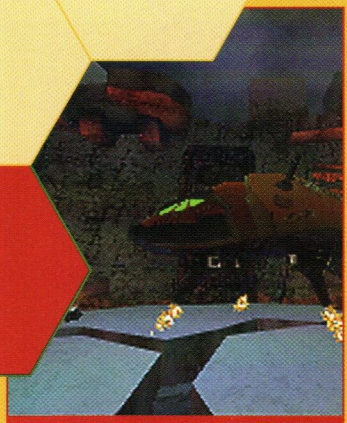
When the crystal appears, switch to your Shock Coil, which does heavy damage to the crystal while allowing you freedom to move around the pillar, and dodge the shots. With the Shock Coil in your arsenal, you can destroy the Cretaphid in record time.

21 ESCAPE TO YOUR SHIP

You have only five minutes on the escape clock this time. To make it through, you'll need to zip through the first few areas without engaging any enemies. It's only when you get to **High Ground** that you'll actually need to clear the room of bounty hunters and Guardians to unseal a door. This is true in the next area as well.

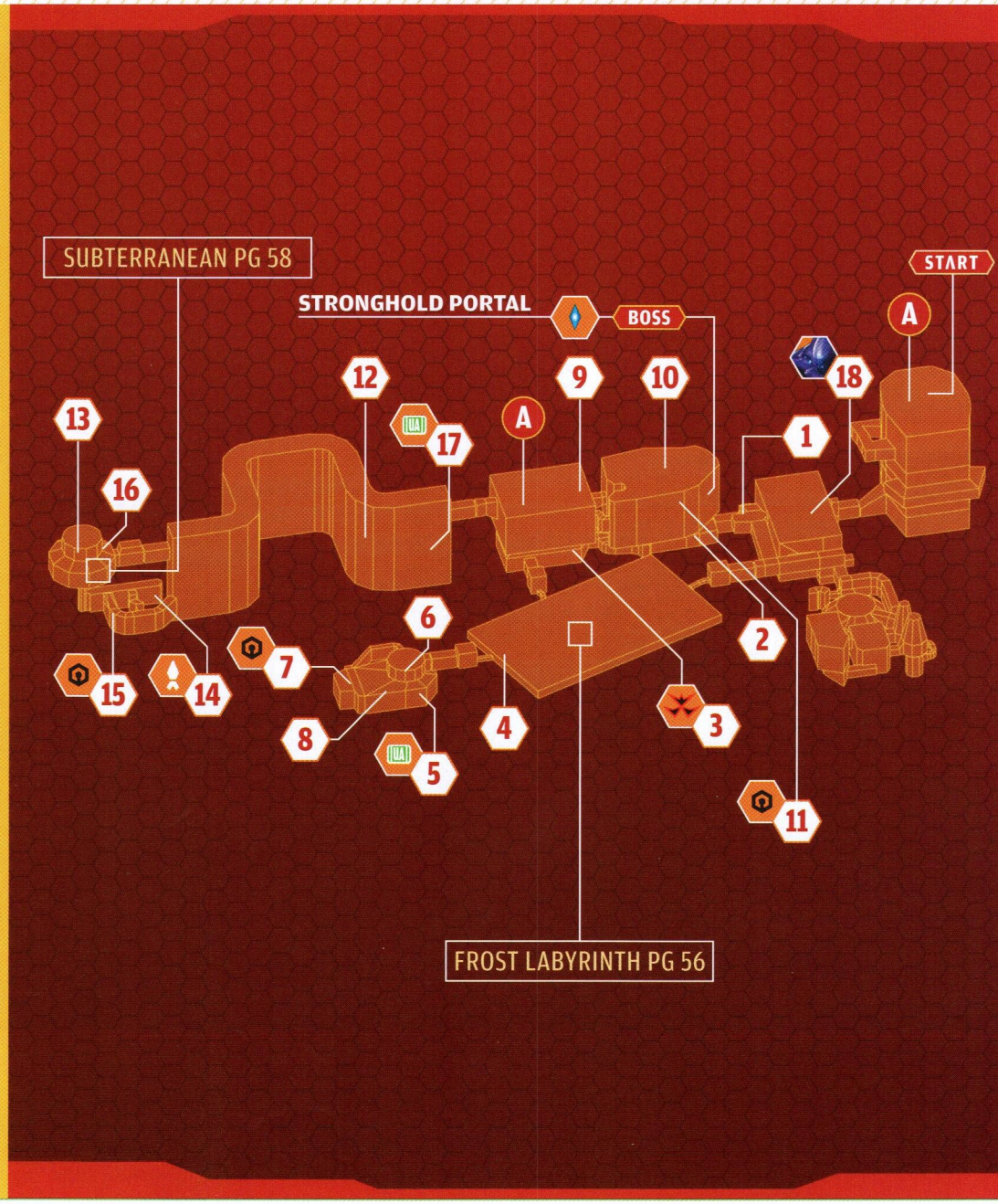
ARCTERRA

Forget the old order and set a course for Arcterra. You'll need the Imperialist found here to conquer the Vesper Defense Outpost.



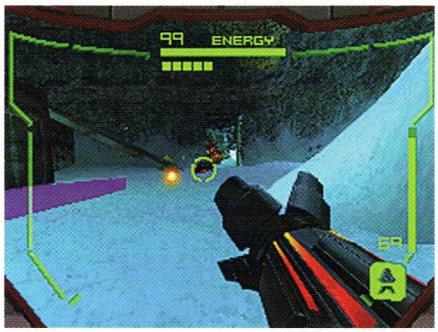
PRIME OBJECTIVES

- Imperialist
- UA Expansion
- Binary Subscripture
- Attameter Artifact
- Missile Expansion
- Cartograph Artifact
- UA Expansion
- Octolith
- Fight NOXUS



1 THE ORANGE DOOR

From your ship, plummet to the ground floor (you can find some energy at the bottom), then blast open the door to **Sic Transit**. Hang a right from the entrance, blast through a few Voldrums, then use your Magmaul to open the door with the orange blast shield on it. You can reach the new **Fault Line** area within seconds.

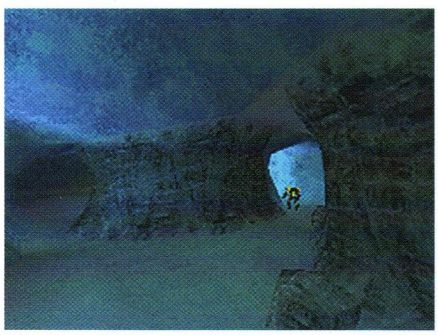


SCAN FAULT LINE

LORE: ALIMBIC WAR 09
LORE: SEAL SPHERE 01
OBJECT: SHOCK BARRIER

2 THE QUADTROID CAVES

The first section of the **Fault Line** is full of Quadtroids, so use your Judicator or missiles to destroy them from a safe distance. Clearing the room will lift the force field that blocks the other end of the map. Don't worry about the artifact in the small alcove near the rear of the room—you'll be back for it later.



SCAN FAULT LINE

BIOFORM: ARCTIC SPAWN
EQUIPMENT: IMPERIALIST
OBJECT: ALIMBIC PROPHECY 08

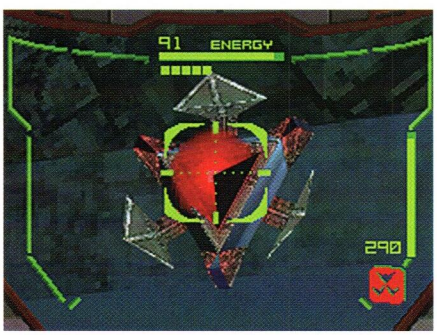
3 SLAY THE BEAST, WIN THE PRIZE

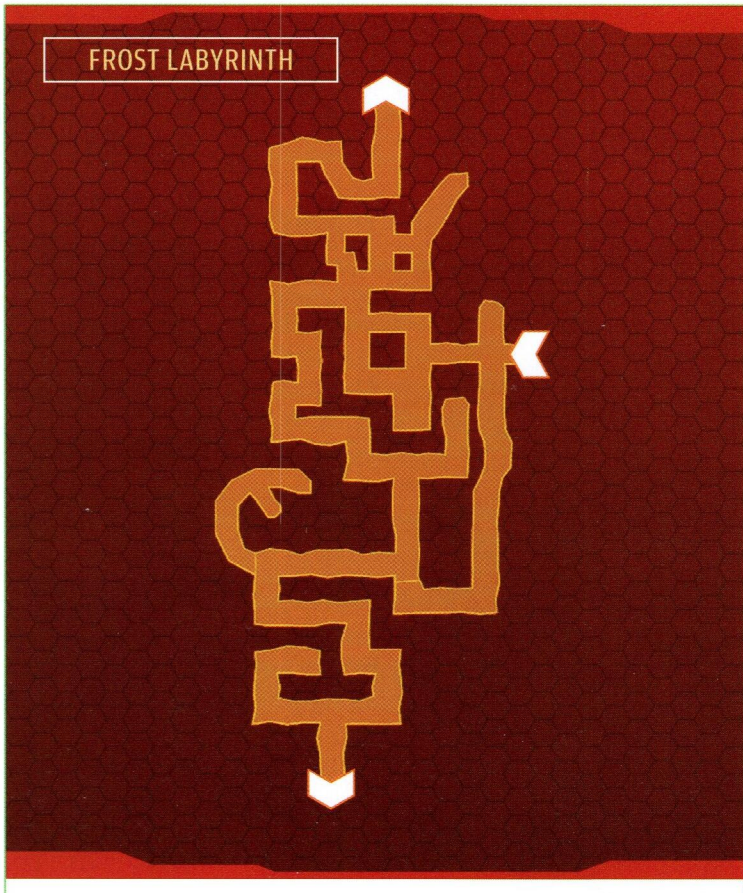
In the next area, an Arctic Spawn will ambush you. For best results, use the same strategy that worked with the Fire Spawn, with a few modifications. Equip your Magmaul and aim slightly above your target (the Magmaul fires in an arc) while you circle the room. You want to get out of the entrance area quickly, because you're dangerously close to the Arctic Spawn.

Your reward for killing the icy monster is the Imperialist, a high-tech sniper rifle that lets you zoom in on targets and sharpshoot from a distance. To zoom in, tap the Imperialist icon twice or press the R Button or Select Button (depending on your control scheme).

TRY OUT YOUR NEW GUN

Give your shiny new Imperialist a test run by aiming at the red crystal switch on the ledge above (the switch will close if you get too near). A successful hit will activate a platform to the upper level, but that's not your destination at the moment. Instead, point the Imperialist at the red blast shield on the door to access the **Frost Labyrinth** once again.





4 BACK THROUGH THE FROST LABYRINTH

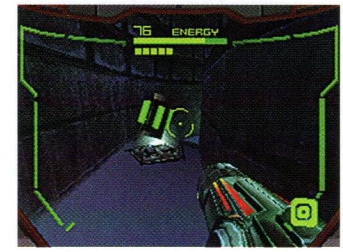
The red-shielded door leads back to the Morph Ball maze known as the **Frost Labyrinth**. Proceed counterclockwise, hugging the wall to your right; you'll soon come upon a series of electric barriers. Roll by where you picked up the Energy Tank on your first trip through the Frost Labyrinth. Continue counterclockwise, past another electric barrier, to find a passage that leads to a door with another red blast shield.

SCAN SANCTORUS

LORE: **GOREA 03-04**	[!]: **SPECTRAL LOCK 1-3**
LORE: **ALIMBIC WAR 12**	OBJECT: **SPECTRAL LOCKS**
LORE: **ALIMBIC WAR 01**	LORE: **ALIMBIC WAR 06**

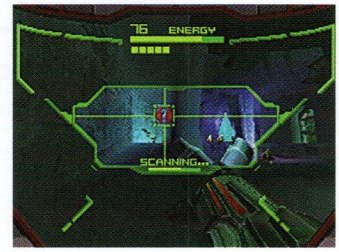
5 UA EXPANSION

As soon as you enter **Sanctorus**, turn left and move into a small passage where you'll find a UA Expansion. Then move to the right-hand passage and drop from there to the ground floor, where you'll be in perfect position to snipe the Greater Ithrak on the ceiling.



6 THREE SPECTRAL LOCKS

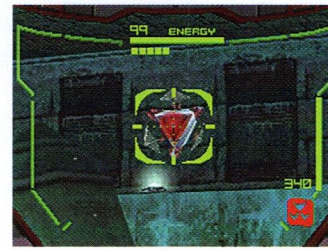
Scan the nearby computer for information on Spectral Locks. You'll need to keep your Scan Visor on to find and scan the three hidden switches, and you'll discover five new lore entires on the way.

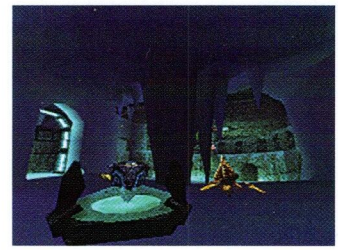


Turn your back to the computer to see an ice pillar. Spectral Lock 1 is on the opposite side of that pillar. Spectral Lock 2 is in a small passage directly to your right if you're facing the computer, and Spectral Lock 3 is on the opposite side of the same wall.

7 THE BINARY SUBSCRIPTURE ARTIFACT

Scanning all three locks will make a red crystal switch appear. If you blast it with your Imperialist, the Shield Key will materialize. Jump from the snow to the shortest broken pillar in the room, and use it to jump up to the ledge where the Shield Key is. It will lower the Artifact Shield to reveal the Binary Subscripture Artifact.

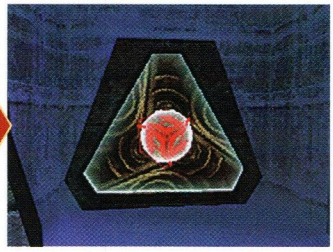




If you're low on health or ammo, try to grab some from the plants scattered around this room. You'll be under attack as soon as you grab the artifact!

8 FIGHT BACK THROUGH THE MAZE

When you grab the artifact, a pair of Guardians will drop into the room and open fire. Equip the Judicator and destroy the pair with head shots. Their deaths will unseal the door back to the **Frost Labyrinth**, and you can then retrace your path to the **Fault Line**.

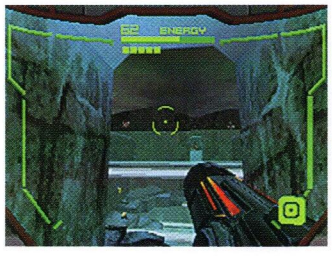


SCAN FAULT LINE

[!]: SWITCH (SHIP DECK PORTAL)
LORE: OUBLIETTE 01
[!]: WEAKENED COLUMN
[!]: GUN TURRET CPU

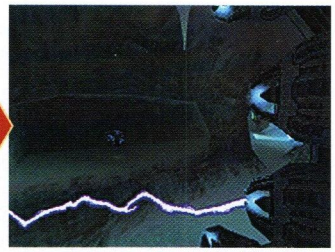
9 TAKE DOWN THE FORCE FIELD

Hop onto the recently activated lift platform, and use the jump pad on the upper level to reach a new area. Before you leap into that area, turn around and use the scope of your Imperialist to find and shoot two red crystal switches. This will lower the force field behind you, but you're not going that way yet.



10 REVEALING THE NEXT ARTIFACT

Continue up the small ramp and into the next area, where you'll be swarmed by Psycho Bits spawned by three generators. Eliminate them all to reveal the Shield Key, which will lower a force field way back at the entrance to the area, where you fought the Quadtroids.



Before you can claim the artifact, you must find a computer panel on the ground floor and scan it. This will deactivate the electric fields that prevent you from reaching the artifact.

Scan the base of the pillar in the center of the area to learn that it can be weakened by an explosive blast. Fire a missile at the dark, lower section of the column to send it toppling over. You can then use it as a bridge; hang a right on the other side and leap across the gap to return to the previous area.

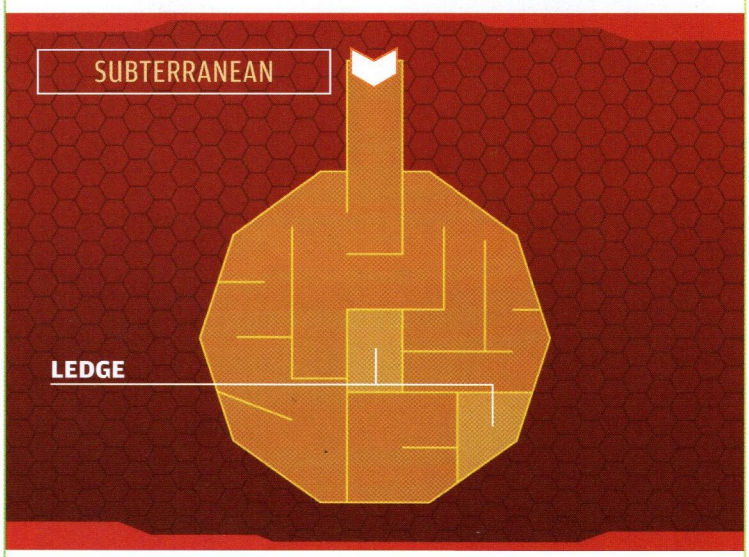
11 BACKTRACK TO THE ARTIFACT

Back in the tunnels, transform into a Morph Ball, get some momentum going, and roll up to the artifact (or use a Morph Ball Bomb to blast yourself up).

12 DRIP MOAT RAIL SHOOTER

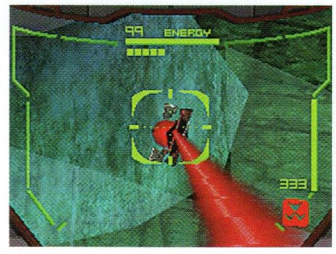
In the upper level of the other side of the **Fault Line**, scan a switch to activate the second portal back to the ship. Save and heal, then return and use the jump pad to reach to a new corridor that connects to the **Drip Moat**, where you'll ride a single horizontal platform from end to end. If you fall, make your way quickly to the piles of rubble at either end, each of which has a jump pad on top.

Keep your gun sights up and ahead to blast Petrasyls, Shriekbats, and War Wasps that swoop at you from ceilings and around corners to knock you off the platform.



13 THE FORCE-FIELD LABYRINTH

There are three Imperialist switches on the ceiling of the force field maze, but you can hit them only from certain regions of the room. When you hit the third, the elevator in the center will be activated. To reach it, circle around the walls of the room until you find a force field that's short enough to jump over.

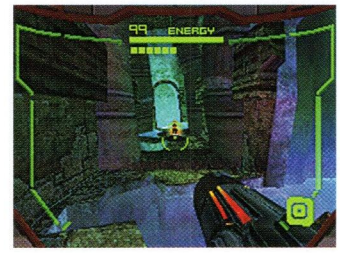


SCAN SUBTERRANEAN

OBJECT: **LIFT CONTROL**
LORE: **ALIMBIC WAR 04**
LORE: **ALIMBIC WAR 11**
LORE: **ALIMBIC WAR 05**
BIOFORM: **ALIMBIC TURRET v2.7**

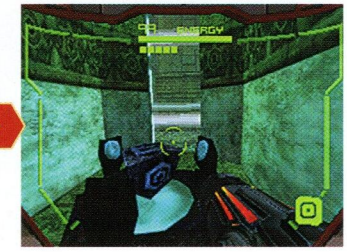
14 MISSILE EXPANSION

At the bottom of the lift, you'll see a Missile Expansion. Grab the expansion to raise your capacity and refill your lost missiles.



15 CARTOGRAPH ARTIFACT

Follow a thin icy passage until you reach an Alimbic Turret. Destroying it will reveal the Shield Key, which in turn will reveal the Cartograph Artifact elsewhere in the room.



16 GUARDIANS GALORE

Both good and bad news await on the surface of the **Subterranean** room. The good news: The force fields are gone. The bad news: They've been replaced by a half-dozen Guardians. Use your Judicator to aim for their heads while you move quickly around the room. Even missed shots may ricochet to damage the Guardians, most of whom drop energy-restoring items when slain.

17 UA EXPANSION

On your way back through the **Drip Moat**, you'll notice a UA Expansion below your platform. Fall off carefully when the platform stops, and try to catch it on your way down. If you miss, you can grab it on your way up when you use the jump beam to return to the door.

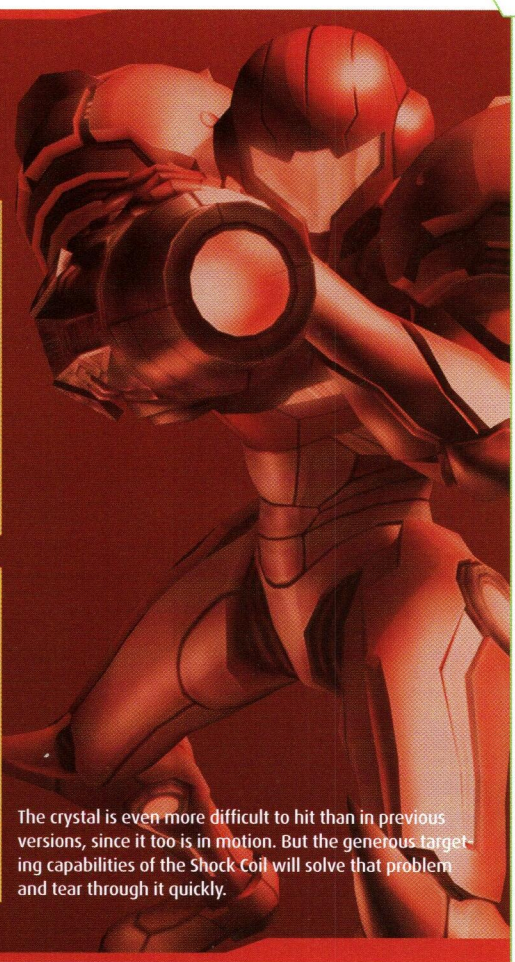
Your destination now is the region of the **Fault Line**, where the fallen pillar is. There you'll find the Stronghold Portal that leads to the boss.

SCAN **STRONGHOLD VOID**

BIOFORM: CRETAPHID v4

BOSS CRETAPHID v4

The ultimate Cretaphid evolution has only a single modifaction over Cretaphid v3. It is now capable of movement, and roams around the room at random while firing heat-seeking plasma balls and lasers.



The crystal is even more difficult to hit than in previous versions, since it too is in motion. But the generous targeting capabilities of the Shock Coil will solve that problem and tear through it quickly.

18 ESCAPE ROUTE

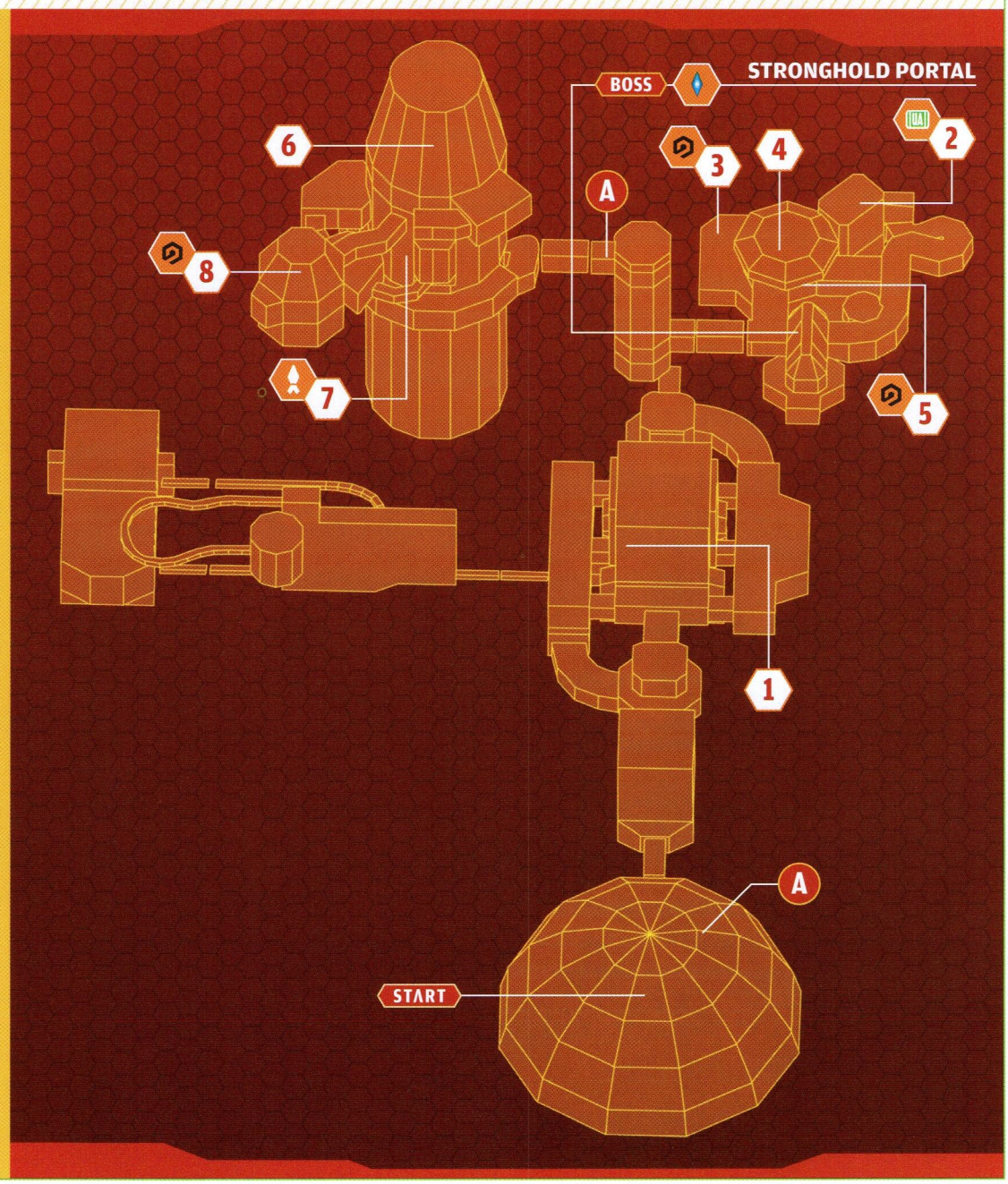
As long as you remember the route, four minutes should be plenty of time to get out of Arcterra. Take the pillar bridge out of the **Fault Line**, run through the Quadtroid caves, and go out to **Sic Transit**, where Noxus may be waiting for you. If he is, ignore the Voldrums and follow Noxus around the room, firing at the hunter with your Judicator or Magmaul—you need only to destroy Noxus to unseal the door.

VESPER DEFENSE OUTPOST

The last Octolith is in here, hidden somewhere behind the outpost's single sealed door. You'll need the Imperialist to claim it.

PRIME OBJECTIVES

- Hunter Fight
- UA Expansion
- Cartograph Artifact
- Attameter Artifact
- Missile Expansion
- Binary Subscripture
- Octolith



1 HUNTER FIGHT

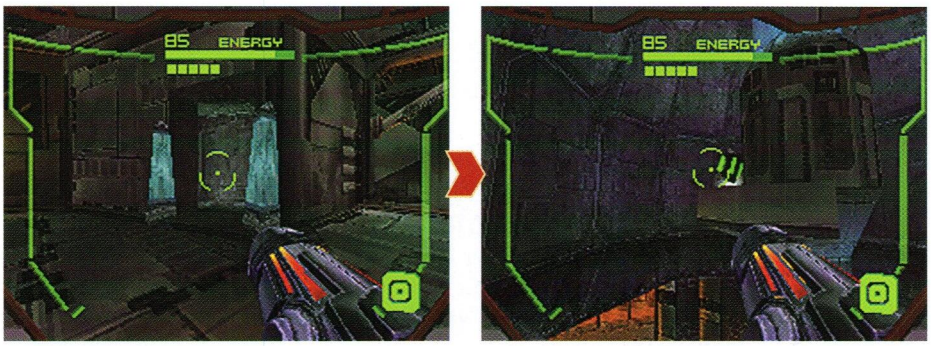
Use the portal to return to the **Weapons Complex**, where you'll arrive just above your ultimate destination. Take the platform down to the door with the red blast shield, but be prepared for an ambush by a bounty hunter when you arrive. You don't need to destroy the hunter to proceed, since he can't follow you through the red door into the **Stasis Bunker**, but with your high-powered weaponry you can usually claim victory within a few seconds.

SCAN **STASIS BUNKER**

[!]: DEAD GUARDIANS
LORE: SEAL SPHERE 03- 04
LORE: OUBLIETTE 02-07
[!]: TEMPORARY POWER
[!]: SHIELD KEY DECLOAK

2 TRAPS AND A UA EXPANSION IN THE BUNKER

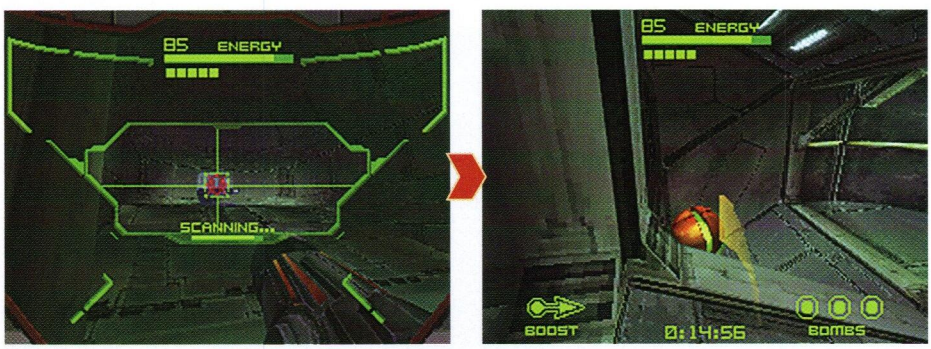
Destroy the two Voldrum generators, then continue through a broken door. There's an Alimbic Turret on the ceiling of the hall, so be ready to track and destroy it as soon as you enter. Such traps predominate here; so be wary of well-concealed turrets and generators as you proceed through this area.

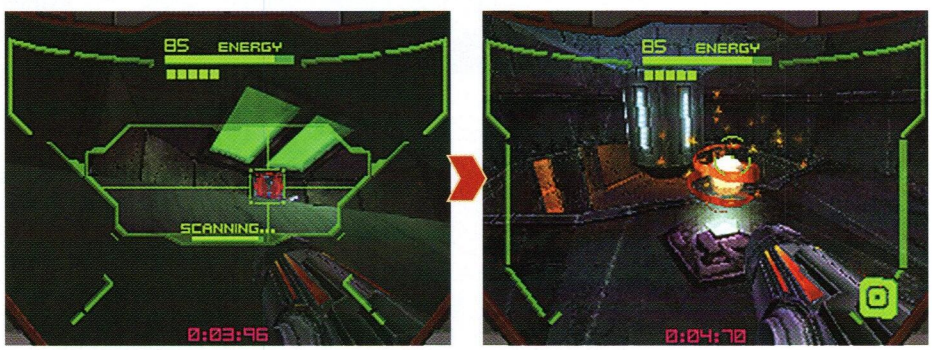


When the path forks, head to the right, toward a room that's full of datashade lore entries. Enter a small passage between two blue columns, jump onto a side ledge, and from there leap to a suspended UA Expansion.

3 THE RACE FOR THE CARTOGRAPH ARTIFACT

Near the upper door, scan a computer panel across from the Stronghold Portal. You'll then have 20 seconds to run back to the entrance and scan a second terminal, which will make a Shield Key appear in the small alcove where you got the UA Expansion . . . and restart the clock with another 20 seconds. Use your Morph Ball form to move quickly while the clock is ticking. If you mess up, restart the process from the first computer.





After you scan the second computer panel, you'll be given another 20 seconds to reach the Shield Key. Memorize the area's layout before you start the process.

4 THE GUARDIAN AWAKENING

When you take the Cartograph Artifact, the Guardians that were in stasis will awaken, and they'll be in an awfully cranky mood. The Guardians will come from both the upper and lower rooms, so there is nowhere to run; clear out the lower room first and then catch the other Guardians in the hallway.

5 CLAIM THE ATTAMETER ARTIFACT

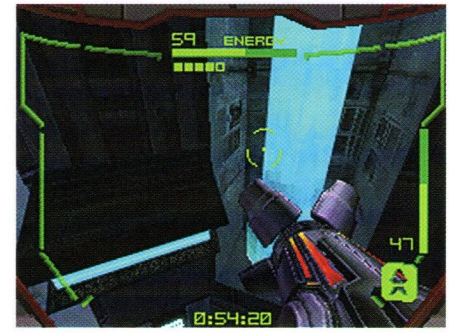
When you defeat the Guardians, a second Shield Key will appear in the upper hallway, behind a pulsing orange cylinder set into the wall of the hallway. Take it to release the Artifact Shield on the Attameter Artifact in the lower part of the room. No need to worry about Guardians this time; claiming the artifact will merely unseal the doors to and from the **Stasis Bunker**.

SCAN FUEL STACK

[!]: SWITCH
OBJECT: SILO LEVITATOR
[!]: EMERGENCY SHUTDOWN
OBJECT: COOLING VENT
LORE: ALIMBIC WAR 08
OBJECT: DOOR LOCK OVERRIDE
LORE: ALIMBIC ORDER 05
OBJECT: CRYOGENIC STORAGE
LORE: SEAL SPHERE 02
OBJECT: METHANE PIPELINE

6 RACE TO THE TOP

In **Ascension**, ride the energy lift to the top, where you'll find a portal back to your ship. Through the door is the **Fuel Stack**, where a self-destruct mechanism will kick in and leave you only 60 seconds to reach the top and shut it off. Make your way up two series of jump pads and ledges, leap through an energy curtain, hang a left, and ascend a series of ledges to a moving platform. Have your Scan Visor ready so you can start scanning from the platform.



To save time, ignore any enemies you encounter. The key is to keep your sights up, always looking for the next platform. Missing a single jump could prove fatal.

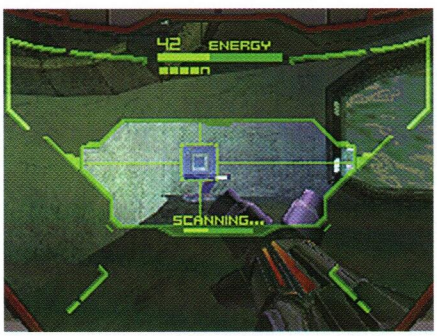
7 MISSILE EXPANSION

After shutting down the self-destruct, head back down and find the Missile Expansion near the bottom of the **Fuel Stack**'s internal corkscrew. On the way down, keep an eye out for generators that spawn Psycho Bits and newly placed turrets.

8 THE FINAL ARTIFACT

Scan the computer panel above where you found the Missile Expansion to deactivate the door locks. Continue down the ice corkscrew and jump through the lower energy curtain to find the Shield Key, then head back up and through the upper curtain to grab the Binary Subscripture Artifact from the ledge.

Return to **Ascension** to save and heal, then take the elevator back down to the **Stasis Bunker**, where the Stronghold Portal awaits.

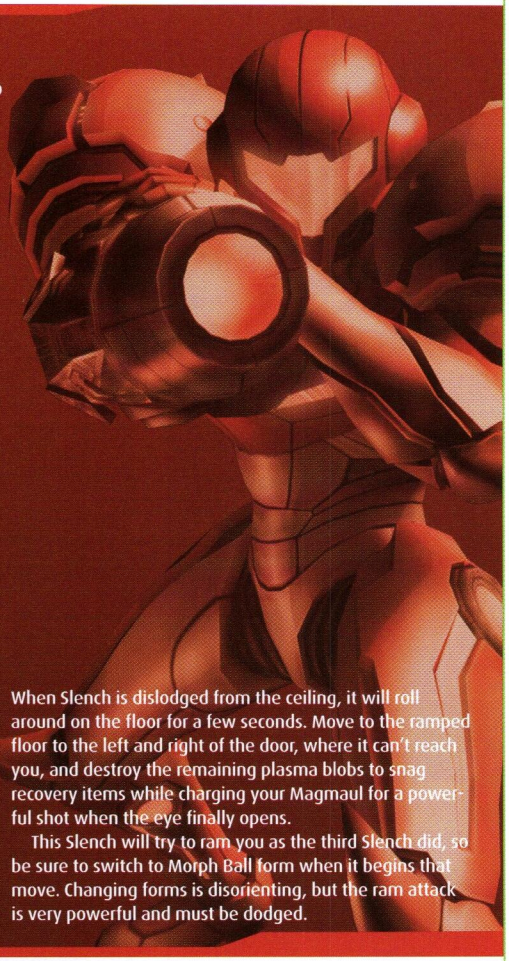


SCAN **STRONGHOLD VOID**

BIOFORM: SLENCH 4A
BIOFORM: SLENCH 4B

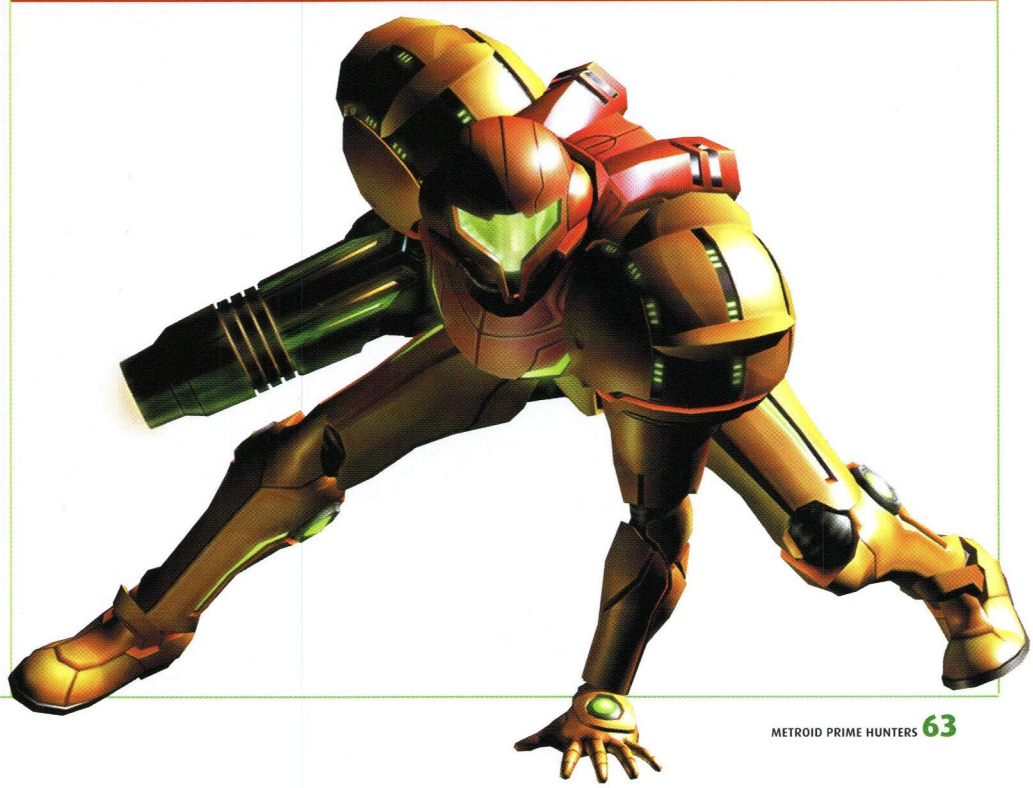
BOSS SLENCH 4A

This Slench is stuck to the ceiling, and is weak only to the Magmaul. Factoring in the arc of the shots can be tricky when aiming upward, but when you get used to it it's fairly easy. The Magmaul is the only practical weapon against the eye, as well.



When Slench is dislodged from the ceiling, it will roll around on the floor for a few seconds. Move to the ramped floor to the left and right of the door, where it can't reach you, and destroy the remaining plasma blobs to snag recovery items while charging your Magmaul for a powerful shot when the eye finally opens.

This Slench will try to ram you as the third Slench did, so be sure to switch to Morph Ball form when it begins that move. Changing forms is disorienting, but the ram attack is very powerful and must be dodged.

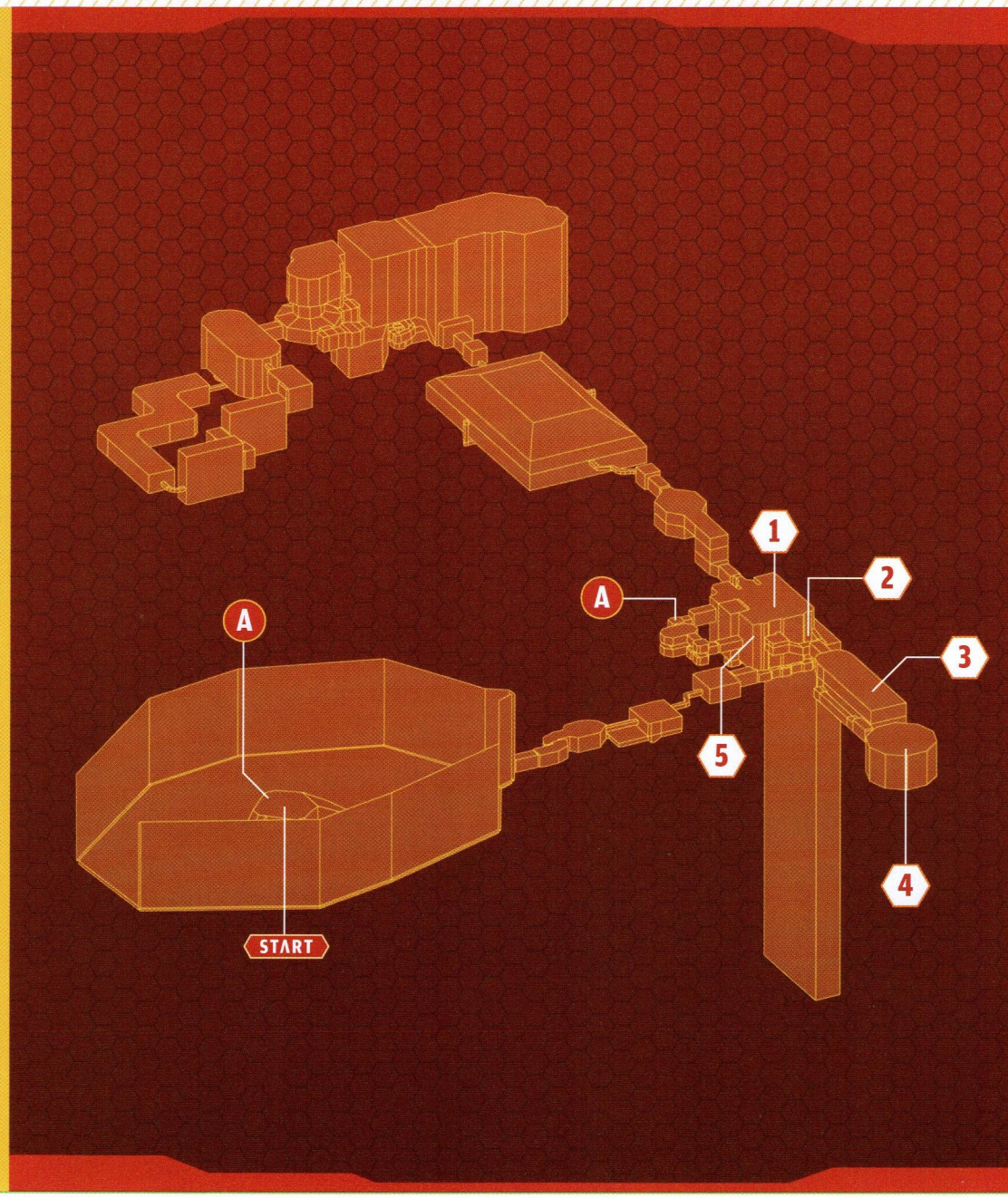


ALINOS

Now that you have all eight Octoliths, it's time to return to Alinos and solve the mystery of the Alimbic Cluster.

PRIME OBJECTIVES

- Hunter or Guardian Fight
- Hunter or Guardian Fight
- Hunter or Guardian Fight



1 GO TO THE COMBAT HALL

Use the portal to the left of your ship to warp back to **High Ground**. Find the doorway that you passed during your last trip here (in the hallway guarded by a turret) and use it to enter **Combat Hall**. If there are hunters or Guardians in High Ground, you may need to clear the room before you unseal the door.

2 HUNTER BATTLE 1

When you enter **High Ground** you may find a bounty hunter or Guardians waiting. Stay on the upper levels for as long as you can and pick off the attackers as they try to find a way to reach your position. When they're low on health, drop to their level and rush them with the Judicator.

If a hunter retreats, give chase and don't let up until he's vanquished. If you don't stay on his tail, he may lose you in the corridors beneath the area.

SCAN **COMBAT HALL**

OBJECT: SNIPER SHIELD
OBJECT: BLAST SHIELD
LORE: COMBAT HALL
LORE: ALIMBIC PRIDE 05

3 HUNTER BATTLE 2

Someone will be waiting for you in the **Combat Hall**—possibly multiple someones, such as a bounty hunter backed up by Guardians. Do as much damage as you can from the high ledges, then back up along the ledges and hallways as you finish them off. When you hit the ground, look for bunkerlike obstacles and passages with windows to gain an advantage.

If you're under heavy fire, find some cover and shoot from the relative safety they provide.

SCAN **ALIMBIC CANNON CONTROL ROOM**

LORE: ALIMBIC CANNON 01-04

4 ACTIVATE THE CANNON

Step into the **Alimbic Cannon Control Room** with all eight Octoliths—the path to proceed will become clear. If you're missing an Octolith, you'll have to return to your ship, find the current position of the hunter who stole it, and take it back by force. After you've activated the cannon, return to your ship and set a course for Oubliette.

5 HUNTER BATTLE 3

You may experience one final bounty-hunter fight or at least run into a few Guardians as you leave Alinos. By now, this should be old hat; use standard tactics and go hunting for recovery items in the weeds if necessary.

OUBLIETTE

This interdimensional prison was built to house only a single creature—the unimaginable horror known as Gorea.

PRIME OBJECTIVES

- Energy Tank
- Fight GOREA 1
- Fight GOREA 2

SCAN OUBLIETTE

LORE: SEALING GOREA 01-05
BIOFORM: GOREA ARM
BIOFORM: GOREA (x2)
BIOFORM: TROCRA
OBJECT: GOREA SEAL SPHERE
BIOFORM: GOREA 2
EQUIPMENT: OMEGA CANNON

INTO OUBLIETTE

Take an elevator from your ship to a portal, which leads to a strange chamber with several lore entries. The door at the end of the hallway leads to your final challenge, but a short detour will prove to be well worth the trip.

ONE FINAL ENERGY TANK

As soon as you enter the final chamber, hop up the ledge to the right and roll into the Morph Ball tunnel. As you approach the end of the third tunnel, slow down and be ready to stop short as soon as you emerge in the open area. Stand up and jump to the platform on your right, where a portal will take you to the final Energy Tank. Use the portal to return to the chamber and drop to the ground level.

GOREA-PHASE 1

Gorea wields enhanced versions of each of your weapons, and it is impervious to all of your weapons but one. Gorea's color will shift constantly, and you can damage it only with the weapon that color represents. However, you can't truly damage Gorea until you've destroyed both of its arms by firing at the shoulder joints. Severed arms will regenerate, so they need to be destroyed in rapid succession.

Fire on the Colored Panels First

The way to defeat Gorea is outlined below, but if you want to see the good ending there's something you need to do first. Leap over the yellow, health-draining moat and make your way around the perimeter, firing on the color-coded panels on the wall in a specific order: use the Volt Driver on the yellow symbol, the Battlehammer on the green, the Magmaul on the orange, the Shock Coil on the blue, the Judicator on the purple, and finally the Imperialist on the red. You'll be under fire the whole time, so stay in motion but beware of the moat! Watch for each symbol to spin before you move on to the next target. If you succeed, you'll receive a message from your ship.

Now It's Gorea's Turn

You can battle Gorea at close range by cycling through your weapons constantly, but the easiest way to win is to remain on the perimeter and keep the Imperialist equipped. While you wait, dodge Gorea's attacks and shoot the floating blue Trocras to earn recovery items. Gorea will shift from yellow to green to purple to orange to blue, and finally to red. When it turns red, use your scope to aim at its shoulders and hit each shoulder joint with a single shot to blast off Gorea's arms and ultimately expose its weak spot. Be sure to finish off both shoulders in the same red phase: If you destroy only one shoulder, the arm will regenerate.

Aim for the Sweet Spot

Once both arms are gone, Gorea will turn upside down and expose its weak spot. Keep firing on the orb with the Imperialist, which does the most damage and is effective from the outer moat, where you'll be out of Gorea's attack range. If you fight from closer range, watch out for the tentacles that now protrude from Gorea. The long orange tentacle will grab and throttle you, draining your energy the entire time you're in its grasp. The smaller tentacles will lob objects at you, which you must dodge while carefully avoiding the Trocras and the moat. Once you've successfully blasted away about a third of its energy, Gorea will return to its previous form. Repeat the process two more times to defeat this phase of the Gorea. (If you didn't do the colored-panel thing described above, the game will end when this version of Gorea is slain.)

GOREA - PHASE 2

After you destroy Gorea, you'll be transported to a different area, where you'll find that Gorea has taken a new form. The only weapon that's effective now is the legendary Omega Cannon.

Another Round

After you receive a transmission from your ship, drop to the ground floor and search for what looks like a dark blue Artifact Shield. Inside it you'll find an awesomely powerful new weapon, the Omega Cannon. After you use it to hit Gorea a few times, the boss will flee to the top of the structure. If you're low on health, switch back to your Power Beam, find an open spot and shoot down Gorea's projectiles to earn recovery items. When you're ready for the ultimate battle, use the jump pads to climb the structure, and use your Omega Cannon to destroy Gorea once and for all.

THE END...

You've saved the Tetra Galaxy! Make sure you save your game to record the last of the in-game movies, which you can watch any time you like.

MULTIPLAYER MODE

THE METROID PRIME HUNTER MULTIPLAYER SCENARIOS WILL MAKE YOUR HEART RACE AND YOUR TRIGGER FINGER TWITCH. THE HUNT IS MOST DEFINITELY ON.

MULTIPLAYER BASICS

You've battled Samus's rivals. Now fight as them in the fiercest multi-hunter battles this side of the Vesper Defense Outpost.

MAKE A CONNECTION

Hunters from across the galaxy can connect for MPH matches using Nintendo Wi-Fi Connection as their hub. Below are three ways for you to get connected. For additional info on Nintendo Wi-Fi Connection, visit **www.nintendowifi.com.**

1 Use a Wireless Router at Home

Most wireless routers are equipped to tap into Nintendo Wi-Fi Connection. To find a router within range of your DS, select the Configuration Wi-Fi option in the game's Nintendo Wi-Fi Connection menu and search for an access point. Some routers require a WEP key. Others allow automatic connection, no setup required.

2 Use a Nintendo Wi-Fi USB Connector

If you don't have a wireless router, but you do have a computer with broadband Internet access that runs the Windows XP operating system, you can use a Nintendo Wi-Fi USB connector to join the worldwide battle. Plug it into an empty USB port and follow the instructions to get connected.

3 Visit a Hotspot

Nintendo's partnership with Wayport allows you to connect at more than 6,000 participating McDonalds locations in North America for a Metroid Prime Hunters match. Other establishments, such as coffee shops and libraries, may also offer Wi-Fi hotspots. Scout out your neighborhood to find a connection.

MULTIPLE WAYS TO MIX IT UP

MPH offers loads of options for multiplayer participation, and modes aplenty. You can challenge friends or find matches via Wi-Fi Connection.

Single-Card Local Play

Connect locally with up to three other DS owners and send them a multiplayer demo deathmatch. You can select any unlocked arena and any unlocked hunter. Your friends will play as Samus for the timed match.

Multi-Card Local Play

Up to four players with DS systems and MPH game cards can compete in any of seven multiplayer game modes. By defeating hunters that you haven't unlocked, you can make them available for future matches.

Nintendo Wi-Fi Connection

Nintendo Wi-Fi Connection allows deathmatch battles between randomly matched participants, plus hosted contests between established friends and rivals in any of the seven modes.

Rival Radar

Similar to Bark mode in Nintendogs, Rival Radar allows you to add other MPH players to your Rivals list. Activate the feature and close your DS. The radar will search for and save data from other MPH-equipped systems in Rival Radar mode.

SET UP THE ULTIMATE MULTIPLAYER MATCH

Multi-card local play and matches between friends and rivals over Nintendo Wi-Fi Connection offer a variety of setup options, from modes to time limits, each selected by the host.

Game Mode

When setting up a hosted match, your first choice is game mode. Between matches, you can change the mode by tapping the Modes selection on the touch screen. See page 74 for detailed descriptions of the modes.

Arena

If an arena has been unlocked, and if it is designed for the mode that you've selected, it will appear as an option. See page 75 for a list of arenas, their unlocking conditions, and their modes.

Settings

The basic settings vary depending on the mode that you've selected. They are goal selection, time-limit settings, and toggles for team play.

Advanced Settings

The advanced settings option lets you customize further, with radar and friendly-fire toggles, damage settings, and a weapon-availability selection.

CHOOSE YOUR HUNTER

In the last step before the match begins, players choose their hunters. Each player can select from the hunters that he's unlocked via single- or multiplayer sessions. If more than one player picks the same hunter, the color schemes will vary. You can use AI bots to fill out the group (except in Wi-Fi games).

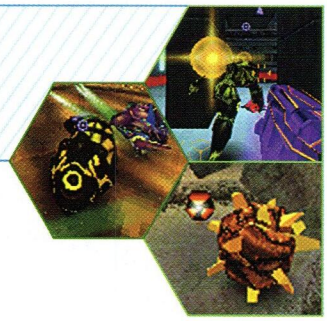
MEET MPH PLAYERS

Though you can match up with any connected MPH player for a deathmatch battle, other modes require a link between friends or rivals. Friends are players who have exchanged friend codes. Rivals are players who have met via Wi-Fi deathmatches or have connected through Rival Radar.

SHARE STRATEGIES

Between Wi-Fi battles, players can speak to each other, offering tips or taunts.

BE THE HUNTER



You've read their back stories in our introduction. You've fought against them in single-player mode. Now you can assume the roles of the game's seven hunters. Select a teammate whose abilities complement your hunter's fighting tactics.

SAMUS ARAN

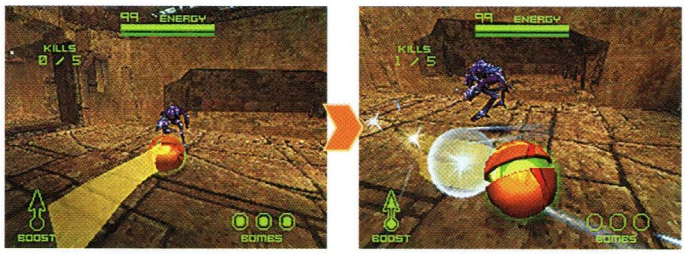
Affinity Weapon: MISSILE LAUNCHER

The first—and ultimate—space bounty hunter uses the Power Beam as her primary weapon. Hold the fire button to execute three rapid-fire shots as you charge up for a major blast. Samus's missiles also charge, becoming homing missiles at full power.

MORPH BALL

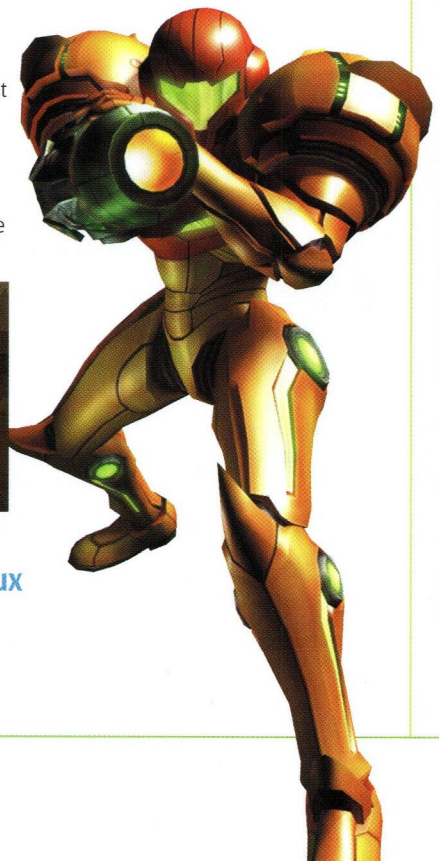
Alt Form Weapon: MORPH BALL BOMB

Fast and durable, the Morph Ball is an alt-form without peer. Samus can initiate a damage-inflicting speed boost in Morph Ball form, and set as many as three bombs at a time. If Samus is hit with the blasts of her own bomb, it won't hurt her, but it will propel her skyward.



Arena Strategies

Samus is a great choice and balanced hunter for all modes and most arenas. Her Morph Ball form gives her extra ground speed and her bombs are effective, whether she's chasing another hunter or being chased. And her homing missiles are great for firing across distances.

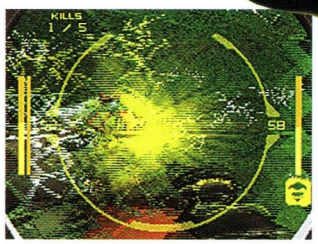


Ideal Teammate: KANDEN
Most Vulnerable Prey: SYLUX

KANDEN

Affinity Weapon: VOLT DRIVER

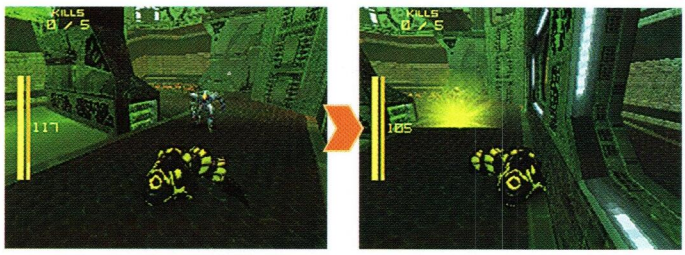
Glowing goon Kanden is an intimidating creature whose Affinity weapon, when charged, seeks enemies. Hunters hit by the Volt Driver experience scrambled vision for a short time while their energy is being sapped. One shot creates a blast radius large enough to hit multiple hunters.



STINGLARVA

Alt Form Weapon: LARVA BOMB

The segmented Stinglarva is easy to maneuver and low to the ground. When Kanden crawls along a high platform in Stinglarva form, enemies will have a hard time hitting him, blasting the lip of the platform instead. Larva Bombs break off from the Stinglarva's tail and head for the closest target within range.



Arena Strategies

Kanden is a good choice for arenas that have a lot of ledges. After blurring his target's vision with a shot from the Volt Driver, Kanden can obliterate the enemy with rapid-fire Volt Driver shots. In alt-form, Kanden can navigate narrow ledges easily and keep from getting hit by lying low.

Ideal Teammates: SAMUS, SYLUX
Most Vulnerable Prey: WEAVEL, TRACE

SPIRE

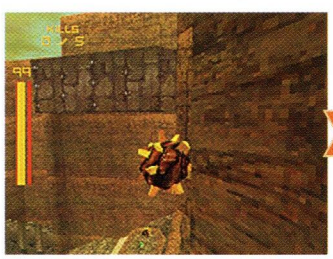
Affinity Weapon: MAGMAUL

Spire's Magmaul shot has a wide blast radius that ignites any hunter in its range, ticking off its target's health for several seconds. A charged shot is faster and more direct than a standard shot.

DIALANCHE

Alt Form Weapon: FIRE BLADE

The Dialanche has the unique ability to climb walls. The alt-form Fire Blade spins around the Dialanche, hitting all close targets.



Arena Strategies

The molten maniac is at home in lava arenas, incurring no damage in the hot stuff while other hunters are melting. He's also a good choice in vertically oriented arenas, where he can climb the walls. The Fire Blade makes Spire a champ in Defender and Nodes games.

Ideal Teammate : NOXUS Most Vulnerable Prey: SAMUS, NOXUS

WEAVEL

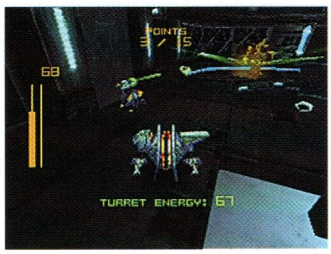
Affinity Weapon: BATTLEHAMMER

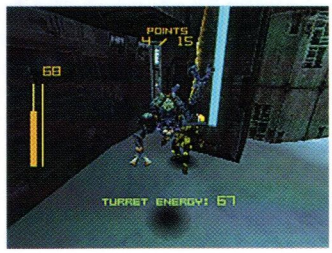
Speedy Battlehammer shots fly in an arc and create a wide blast radius. They're perfect for pushing enemies out of node rings and knocking them off ledges.

HALFTURRET

Alt Form Weapon: HALFTURRET SLICE

Weavel's alt-form is two entities: a stationary Halfturret that aims at all enemies that come within range, and the player-controlled remainder of Weavel's body, which is capable of attacking enemies with a slashing blade. When Weavel splits, each half assumes 50 percent of the creature's health. If it runs out of ammunition, it stops firing. When Weavel returns to standard form, the Halfturret disappears and joins with the rest of the body at its location.





Arena Strategies

Weavel is a high-maintenance hunter, but rewarding to have on your side once you've mastered his abilities. The alt-form split allows you to multitask: you can place the Halfturret in a much-contested location, such as a ring node or a place where a popular item regenerates, while the other half explores. You must keep track of the Halfturret's health as you move—health is split between the turret and the upper body.

UNLOCK

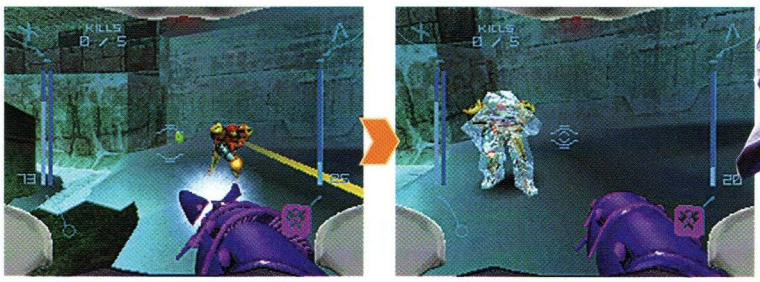
DEFEAT WEAVEL IN A SINGLE- OR MULTIPLAYER BATTLE.

Ideal Teammate : NOXUS
Most Vulnerable Prey: TRACE, SPIRE

NOXUS

Affinity Weapon: JUDICATOR

The Judicator fires bouncing ice shots. When charged, it releases a wave of energy that originates from Noxus and freezes anyone within its range for a few seconds.



VHOSCYTHE

Alt Form Weapon: SPIN ATTACK

The spinning Vhoscythe is not easy to control, but it has a deadly attack. Press and hold the fire button to make the alt-form spin faster and produce a blade. When the blade hits a target, it will cause a large amount of damage, then retract quickly.

Arena Strategies

The Vhoscythe is fast and dangerous, but the fact that it is difficult to control makes it a better choice for open areas than ledges. In tunnels, Noxus's Judicator will bounce off walls and, more often than not, hit a target.

UNLOCK

DEFEAT NOXUS IN A SINGLE- OR MULTIPLAYER BATTLE.

Ideal Teammates: SPIRE, WEAVEL
Most Vulnerable Prey: SAMUS, KANDEN

TRACE

Affinity Weapon: IMPERIALIST

With the sniper weapon Imperialist equipped, Trace is cloaked while standing still. He can zoom in on enemies and hit them with great accuracy.

TRISKELION

Alt Form Weapon: JUMP STRIKE

Trace's Triskelion form lunges at enemies, scoring about 50 points of damage with a direct hit. After it stops moving for a few seconds, it cloaks, making Trace a perfect choice for ambushes.

UNLOCK

DEFEAT TRACE IN A SINGLE- OR MULTIPLAYER BATTLE.

Arena Strategies

Trace is a sniping specialist, and his power is unmatched in open arenas that have lots of ledges. After grabbing the Imperialist, he can watch and choose his targets, unseen by other hunters.

Ideal Teammates: SPIRE, SAMUS
Most Vulnerable Prey: WEAVEL, SYLUX

SYLUX

Affinity Weapon: SHOCK COIL

A Capture mode staple, the Shock Coil sends an electrical jolt which latches onto the closest enemy and saps its health. Whether chasing someone or being chased, Sylux is firmly in charge of the situation.

LOCKJAW

Alt Form Weapon: ELECTRIC BOMBS

Like Samus's Morph Ball, the Lockjaw can drop up to three bombs at once. The first two bombs have an electric tripwire between them. When an enemy crosses the wire or touches one of the bombs, all three explode. In addition, dropping the third bomb to encircle an opponent makes all three bombs home in on the target.

Arena Strategies

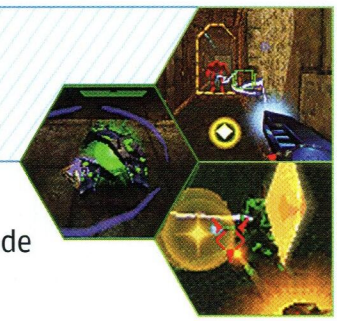
In arenas with veiled doorways or narrow main passages, Sylux's alt-form bombs are great traps. In Capture mode, Sylux can pursue hunters who have stolen an Octolith and sap their energy, likely defeating them before they reach their base.

Ideal Teammate: KANDEN
Most Vulnerable Prey: WEAVEL

UNLOCK

DEFEAT SYLUX IN A SINGLE- OR MULTIPLAYER BATTLE.

MODES & STRATEGIES



There's a multiplayer mode for everyone. We've grouped strategies that apply to similar modes. A strategy that works in one mode will work just as well in another mode in its group.

BATTLE

Battle mode is usually a free-for-all, but you can activate team play. You'll earn a point for every enemy that you defeat, and you'll be docked a point every time you are directly responsible for your hunter's demise. The game will be over after time expires or when a hunter reaches the point goal.

SURVIVAL

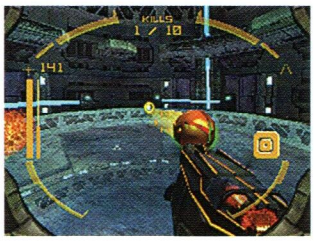
The difference between Survival mode and Battle mode is that in Survival mode, you have a limited number of lives. If you lose them all, you'll be out of the game, but any remaining hunters will continue until only one of them is standing.

PRIME HUNTER

In Prime Hunter mode, it's every hunter for himself. The first one to score a kill will be assigned the Prime Hunter title. He'll have an affinity to all weapons, but lose health steadily and regain it only by killing foes. The combatant who defeats the Prime Hunter will become the next one.

SCOUT THE ARENA

It pays to know your surroundings. Every arena has a few key spots where the action really heats up; the location of a crucial energy power-up or a great weapon, for example. Head for that location as soon as the fight begins, grab the item if there is one, and take on all comers.

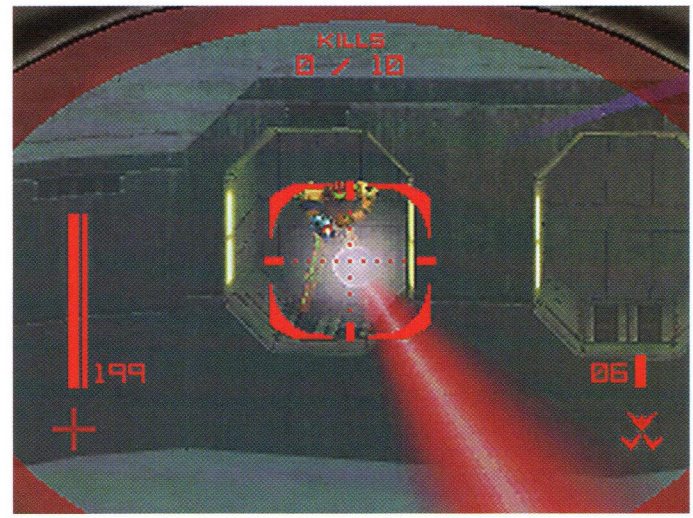


LORD DOWN ON YOUR FOES FROM ABOVE

Height gives you an advantage, both offensively and defensively. Climb to the arena's peak locations and scope out the action in open areas. Use missiles or an Imperialist (when available) to defeat your enemies from a long distance. The ledge under your hunter's feet will give him some cover from return fire.

MOVING TARGET

By moving constantly, you'll keep your enemies from getting a steady shot. Jump while you run to make your path unpredictable, and always seek cover.



CAPTURE

Capture mode is a variation of Capture the Flag in which you must steal the opposing team's Octolith from its base and return it to your base. Your Octolith must be at your base for you to score a point.

BOUNTY

Bounty mode is similar to Capture mode, but there's only one Octolith, and one base. The hunter (or team) that takes the Octolith to the base the most times wins.

GET DIRECTIONS

Arrows and Octolith icons indicate Octolith locations. If an icon is flashing, the target is away from its base.

SMALL AND SPEEDY

Most alt-forms move faster than standard hunters. Use yours to chase the Octolith carrier.

WATCH YOUR BACK

When you're carrying an Octolith, it's a sure bet that someone will be chasing you. In open areas, try to aim at your pursuer while you continue to run toward your base. Also, take a different route to the base each time to keep foes guessing.

SEPARATE DUTIES IN TEAM PLAY (Capture mode only)

For Capture mode contests that take place in large arenas, it pays to split up your team: one hunter going after the enemy Octolith, the other one protecting your Octolith at your own base. If an enemy takes off with your Octolith, the hunter on defense will pursue the thief while the hunter on offense continues with the plan to take the enemy Octolith, ensuring that your adversaries won't score.

GO TANDEM

For Capture mode scenarios in small or medium-sized arena and in any Bounty scenario, teammates should stick together on Octolith-stealing missions, one hunter carrying the prize while the other one acts as bodyguard and goes after opposing-team members. Teammates can pass the Octolith to each other. The hunter holding the item releases it by rolling into his alt-form, then the other one picks it up.

DEFENDER

One large circle stands in a prominent place for Defender mode. If you're the lone hunter in the circle, you'll rack up time toward your goal. The first hunter to achieve the time goal is the winner.

NODES

Nodes mode scatters rings throughout the arena. The number of node rings that appear depends on how many hunters are participating. Once you've occupied a ring for several seconds to claim it as your own, you're free to move on to another ring, getting credit for the first one as long as it stays in your possession and no one is attempting to take it from you.

HOLD YOUR POSITION

Before you enter a node ring, grab energy power-ups and weapons. While breaking into the ring, roll into your hunter's alt-form to make him a small target. Stay in the ring to sustain the assault. If you're pushed out, you'll have to start over. Once you've claimed a ring, you can defend it from outside of its bounds.

RULE THE RINGS

Your score increases exponentially while you are in possession of multiple rings. Identify rings that are close to each other, or are within view of each other, and note power-ups in the paths between the nodes. Then bust into one node ring and head for the other one, picking up items along the way. If the rings are at different heights, work your way from the bottom ring to the top one, then protect the lower ones from your perch.

UNLOCK THE ARENAS

The following table reveals how to unlock every multiplayer arena and shows which modes each arena supports. The more you play, they more choices you'll have.

ARENA	CONDITION	BATTLE	SURVIVAL	PRIME HUNTER	CAPTURE	BOUNTY	DEFENDER	NODES
COMBAT HALL	Open from the beginning	X	X	X			X	X
DATA SHRINE	Open from the beginning	X	X	X	X		X	X
PROCESSOR CORE	Open from the beginning	X	X	X			X	X
HIGH GROUND	Open from the beginning	X	X	X				X
ICE HIVE	Open from the beginning	X	X	X	X		X	X
ALINOS PERCH	Open from the beginning	X	X	X	X		X	X
SIC TRANSIT	Open from the beginning	X	X	X	X		X	X
TRANSFER LOCK	Open from the beginning	X	X	X	X	X	X	X
SANCTORUS	Play two multiplayer games	X	X	X			X	X
COMPRESSION CHAMBER	Play four multiplayer games	X	X	X				X
INCUBATION VAULT	Play six multiplayer games	X	X	X				X
SUBTERRANEAN	Play eight multiplayer games	X	X	X			X	X
OUTER REACH	Play 10 multiplayer games	X	X	X	X		X	X
HARVESTER	Play 12 multiplayer games	X	X	X	X		X	X
WEAPONS COMPLEX	Play 14 multiplayer games	X	X	X	X		X	X
COUNCIL CHAMBER	Play 16 multiplayer games	X	X	X	X	X	X	X
ELDER PASSAGE	Play 18 multiplayer games	X	X	X	X	X		X
FUEL STACK	Play 20 multiplayer games	X	X	X				X
FAULT LINE	Play 22 multiplayer games	X	X	X	X	X		
STASIS BUNKER	Play a Wi-Fi game or 40 multiplayer games	X	X	X	X		X	X
HEAD SHOT	Play a four-hunter game	X	X	X	X			X
CELESTIAL GATEWAY	Land on Celestial Archives in a single-player adventure	X	X	X			X	X
ALINOS GATEWAY	Land on Alinos in a single-player adventure	X	X	X			X	X
VDO GATEWAY	Land on Vesper Defense Outpost in a single-player adventure	X	X	X	X		X	X
ARCTERRA GATEWAY	Land on Arcterra in a single-player adventure	X	X	X	X		X	X
OUBLIETTE	Defeat Gorea 2	X	X	X			X	X

MULTIPLAYER MAP KEY

The maps on the following pages show item locations for four-human-player battles. The items may vary in scenarios with fewer hunters or with bots.

- Imperial
- Judicator
- Magmaul
- Shock Coil
- Volt Driver
- Battlehammer
- Omega Cannon
- Affinity Weapon
- Missile
- Universal Ammo
- Deathalt
- Double Damage
- Cloak
- Medium Energy
- Large Energy
- Octoliths
- Node Ring
- Defender Ring
- Jump Board
- Teleporter

COMBAT HALL

Small and open, the Combat Hall arena provides the setting for brutal battles between any number of participants.

ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

SPIRE

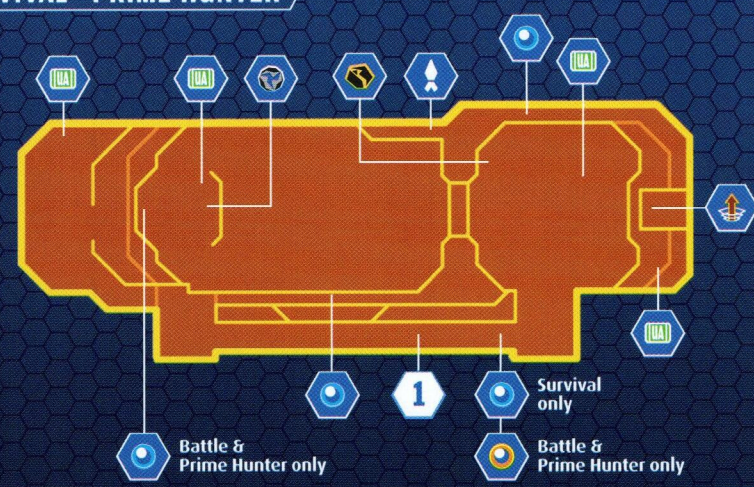
Spire's ability to climb walls in his Dialanche alt-form gives him the advantage in multilevel arenas. While others are searching for jump beams, Spire is rolling to higher ground.

DEFENDER • NODES

SYLUX

Your success in Defender and Nodes play depends on how good you are at defeating enemies from close range. With Sylux's Shock Coil on hand, you'll be able to defend your territory with the best of them.

BATTLE • SURVIVAL • PRIME HUNTER

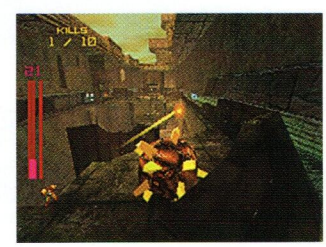


1 HALL MONITOR

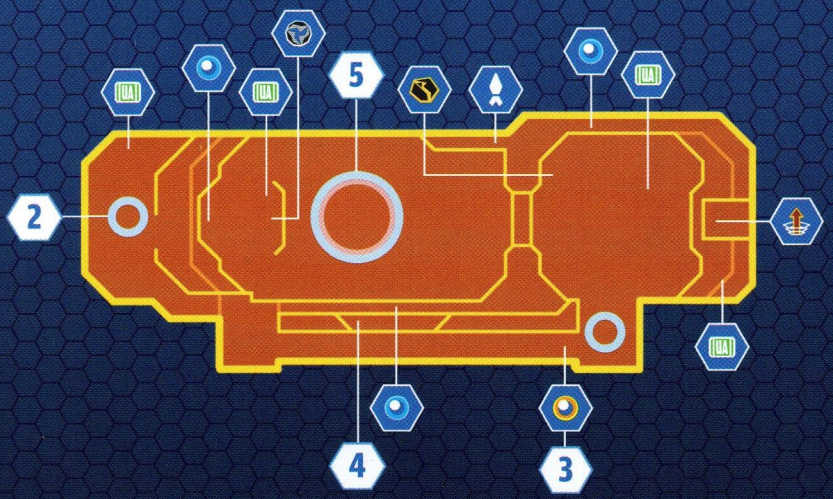
Use the long ground-floor passage as a bunker. An energy-refilling power-up in the middle of the passage will keep your health maxed out while you fire on those who dare run through the Combat Hall's center.

HUNKER DOWN FROM ON HIGH

When you're low on energy and in another hunter's sights, make yourself a smaller target by rolling into your hunter's alt-form, then take cover on a ledge. Any enemy who fires straight shots from below will likely hit the lip of the ledge. Keep moving and seek out energy power-ups.

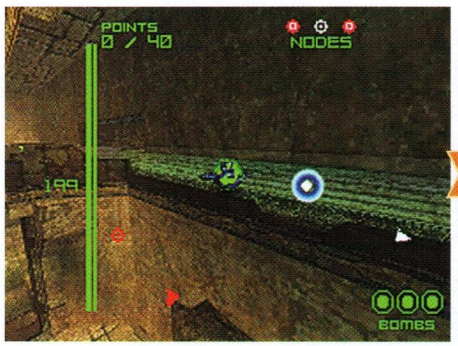


DEFENDER • NODES



2 LEADER OF THE LEDGE

The node ring on the top level that shows up for three- and four-player fights is more difficult to reach than the others, making it relatively easy to defend. On your way to the ring, you'll soak up energy from power-ups. When you get there, hold tight and guard the path to the perch.

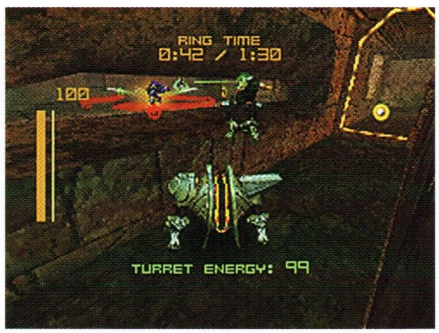


3 PATH PROTECTOR

A Large Energy and a node ring are part of the mix on the east end of the ground-floor hall in three- and four-player matches. While you're defending the node, watch the hall and fire on any enemies approaching from the west end. After the fight, pick up the power-up, then return to your position within the ring.

4 A GOOD DEFENSE

The central ring (in two- and four-player battles) is exposed, making it difficult to defend. If you don't have to be inside the ring to keep it under your control, protect it from a covered position in the south hall. By watching the action unfold through the hall's wide slit, you'll be able to keep challengers away.



DEATH FROM ABOVE

Hunters protecting the arena's central node ring will likely look for aggressors to come from the covered areas on the ground floor. You can surprise them by approaching the ring from the upper ledge. Move along the ledge and across the bridge in alt-form. Then either fire on the hunters from your perch, or drop then attack from close range.

5 RING OF FIRE

The Magmaul releases grenadelike balls of superheated magma that are great for clearing out small areas, such as node rings. If your charged-up Magmaul shot doesn't defeat all of a ring's occupants, it should at least push them out of the way.

DATA SHRINE

With narrow outer tunnels and a wide-open central chamber, the Data Shrine supports a variety of battle strategies.

ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

SAMUS

In Morph Ball form, Samus is like rolling thunder, able to move quickly and easily around the Data Shine's outer ring. While in the ring tunnels, the protohunter can surprise her adversaries.

CAPTURE

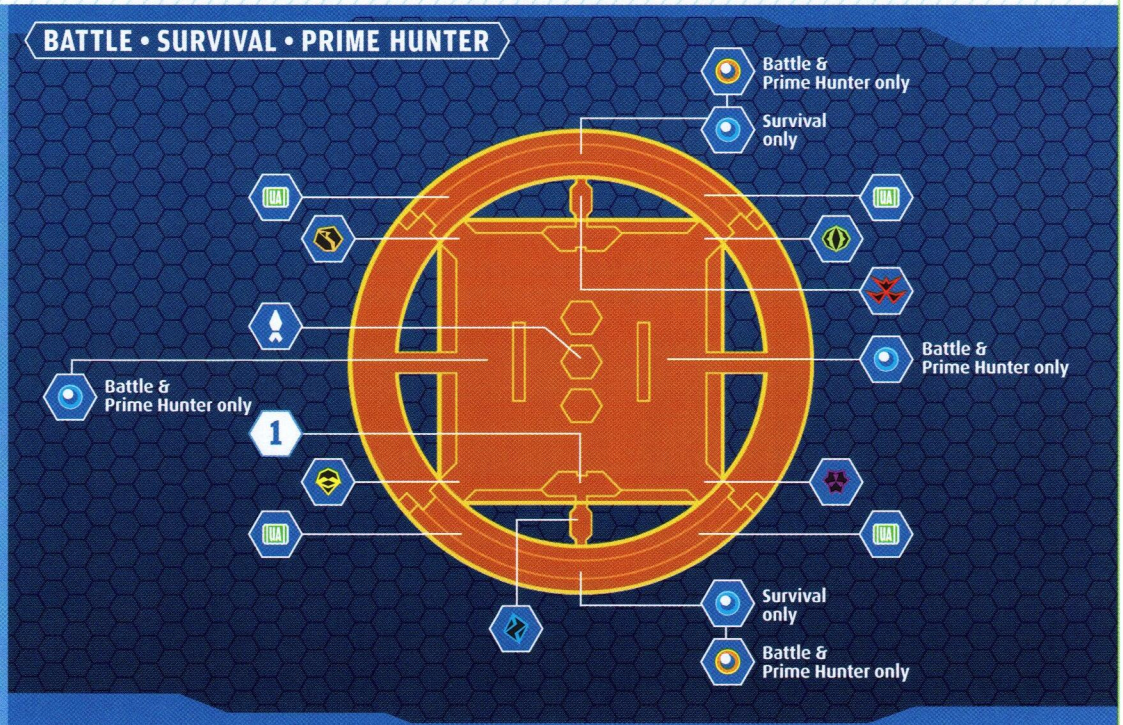
TRACE

Hiding in tight areas like an animal in a hole, Trace, in alt-form, can lunge out at opponents who attempt to steal his Octoliths, and defeat them in a flash.

DEFENDER • NODES

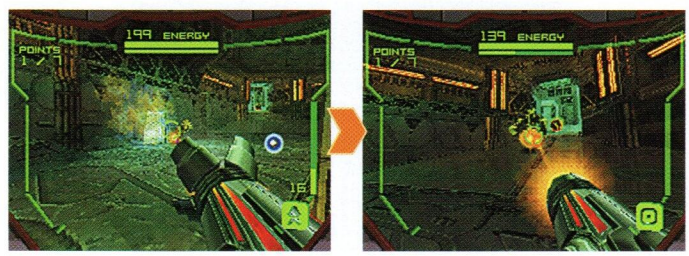
WEAVEL

Weavel's Halfturret alt-form stationed on the platform in the central chamber protects the main node ring and keeps opponents from cutting through the middle of the arena.



1 CENTRAL STATION

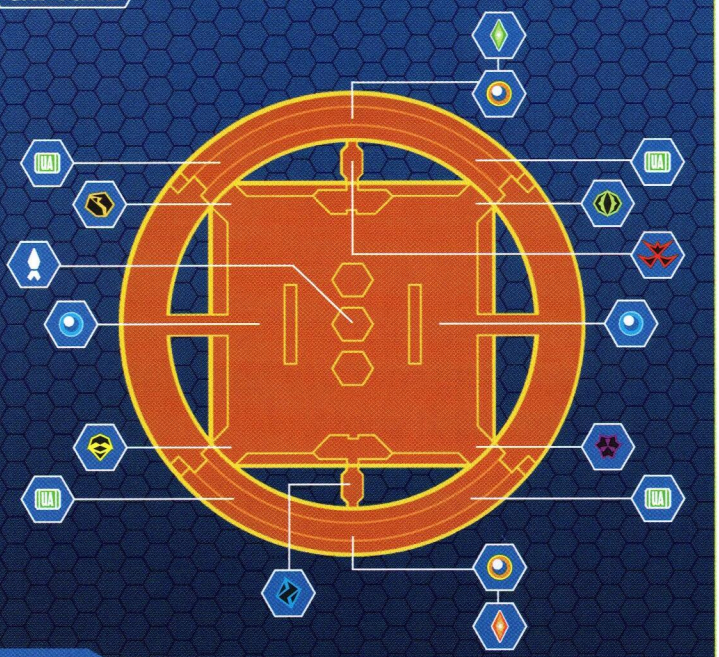
The central chamber holds key power-ups, making it a popular destination for your fellow hunters. Wait in a corner of the main room for foes to arrive through one of the four entrances (two via alt-forms). You'll likely be able to surprise them while they're getting their bearings and looking for weapons.



PATROL THE PERIMETER

The outer ring is a constant loop, allowing you to cover the perimeter in no time at all. The tunnels below the main walkway are great places to collect power-ups and, for Samus, strategically sound locations for bombs.

CAPTURE

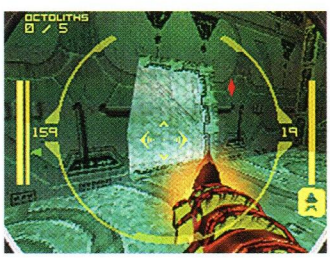


TAKE THE INSIDE LANE

When transporting an Octolith through the arena's outer ring, hug the inside wall. Not only will your path be slightly shorter than it would be if you were running down the center of the tunnel, but the wall will provide cover from opponents who are chasing you.

CUT THEM OFF

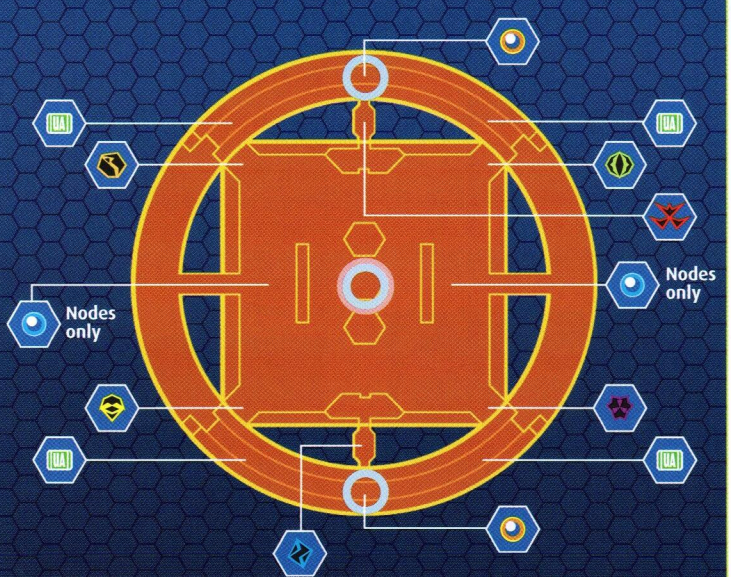
The shortest paths (by far) between the bases are around the arena's outer ring. If you're in the central chamber when a foe steals your Octolith, watch which direction he moves, and head for the doorway that will lead you to your adversary's halfway point. Use your best close-range attack to defeat the enemy.



CLOCK-WISE

While you're moving along the outer ring, you may discover that the shortest path to your destination is behind you. Keep track of the relative positions of all points of interest on the ring, and choose your route based on how close you are to your target location.

DEFENDER • NODES



WORK FROM THE OUTSIDE IN

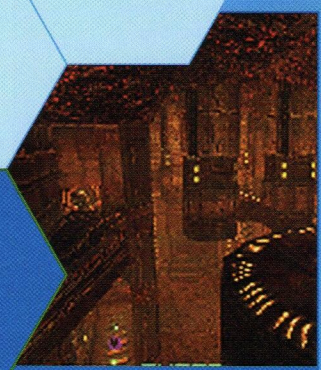
In a Nodes battle, secure the node on the outer path closest to your spawn point first, then claim the central chamber's ring. When your opponents go to the middle, head outside and secure the nodes on the perimeter.

BECOME A SMALLER TARGET

The middle node ring is the most difficult piece of real estate to control in the arena, as enemies can attack the position from long or short range. While you're camped out on the node, use your alt-form to ensure that enemies have difficulty targeting you.

PROCESSOR CORE

With two towers in a tight oval, the Processor Core has a lot of sight lines and a few much-contested blind spots.



ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

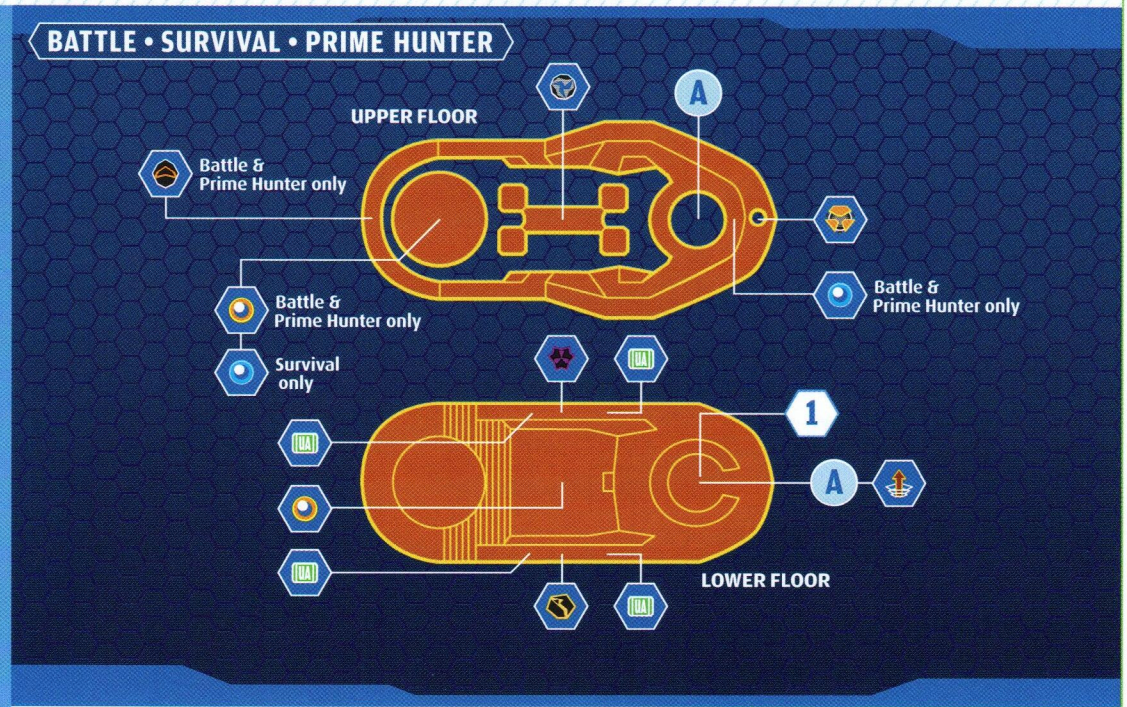
TRACE

Trace's color allows him to blend into the Processor Core's environment. Use him to climb to the upper ledge, and train his Imperialist on enemies while looking out over the arena's expanse.

NODES • DEFENDER

SPIRE

Using his Dialanche alt-form, Spire can reach the tower's node ring faster than any other hunter, and reclaim his position at the peak with ease. He can also knock hunters off the summit using Magmaul shots.



SURPRISE AROUND EVERY CORNER

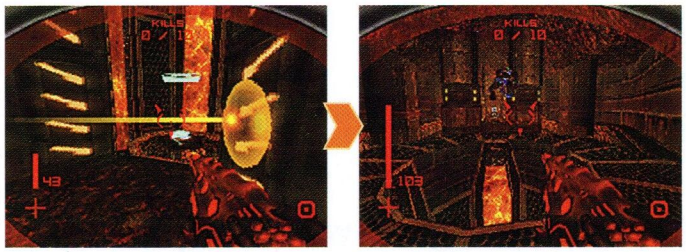
There are narrow, curved paths around the towers at each end of the arena, making for intense close-quarters battles. Try bouncing Judicator or Magmaul shots around the curves to defeat your enemies before they are able to get close to you. If you're not up for close-quarters combat, use your hunter's alt-form to round the corners deftly. Samus's Morph Ball and Sylux's Lockjaw are the best ones for the task. They're also good for traversing the long passages on the sides of the arena.

BIG SHOTS

The arena's close walls make a weapon that has a wide blast radius extra dangerous—there is nowhere to go to avoid splash damage. Use missiles and Spire's Magmaul to cause havoc from above the main floor and in the curved paths around the towers.

1 SPRINGBOARD STRATEGY

There's only one jump beam in the arena, making the curve around the pad's tower a popular path. If you're being chased on your way to the pad, walk forward onto the pad, then move backward in midair and land on the ledge. You'll be aiming at the other hunter's back when he springs up to follow you.

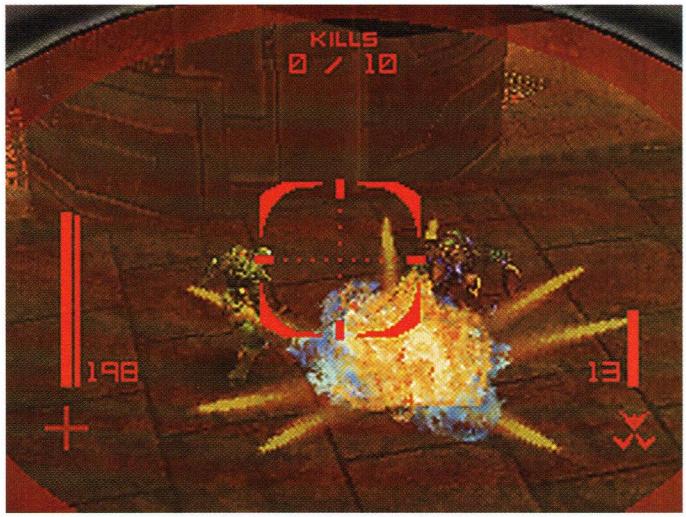


WATCH YOUR FOES

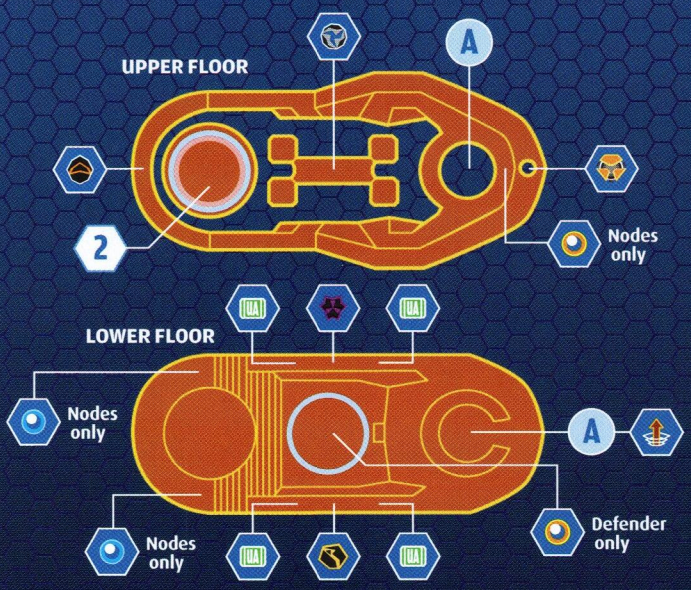
The arena is small and has only a few paths, making it easy to keep track of your foes. If you see an enemy running around the tower that isn't equipped with a jump pad, watch for him to come around the other side. If other hunters are watching you, try to fake them out by changing directions midrun.

SNIPE FROM THE LEDGES

Spring to the second level and explore the ledges on either side of the arena. By jumping to the center platform then leaping to a ledge near the far tower, you'll find tubes that you can shoot through in your hunter's alt-form. Any of the ledges are great for peering down on foes and hitting them from long range. While sniping, keep an eye out for ambushes.



NODES • DEFENDER



2 STRUGGLE FOR THE SUMMIT

If you're not controlling Spire, holding your own inside the node ring on top of the tower can be tough. It's easy to get knocked off the tower, and it's a long way down. Once you take control of the ring, leap to a nearby ledge and train your weapons on anyone attempting to infringe on your territory.

KING OF THE RING

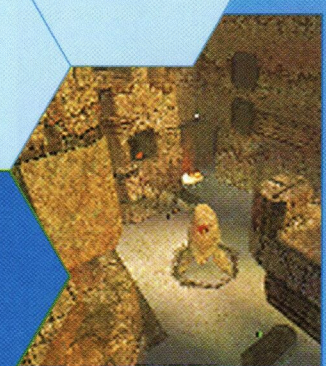
The central node ring is by far the most contested piece of real estate in a Nodes battle. If you manage to claim it during a three- or four-hunter session, you should be able to hold onto it for a long time while your opponents eliminate each other during the ensuing struggle.

TOWER POWER

If you manage to take control of both node rings, hold forth on top of the tower and protect the lower ring from your high vantage point. The view will allow you to see anyone (except Spire) who attempts to jump up and challenge your possession of the tower ring.

HIGH GROUND

True to its name, the High Ground arena gives you plenty of places to jump to and practice your sniping skills.



ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

TRACE

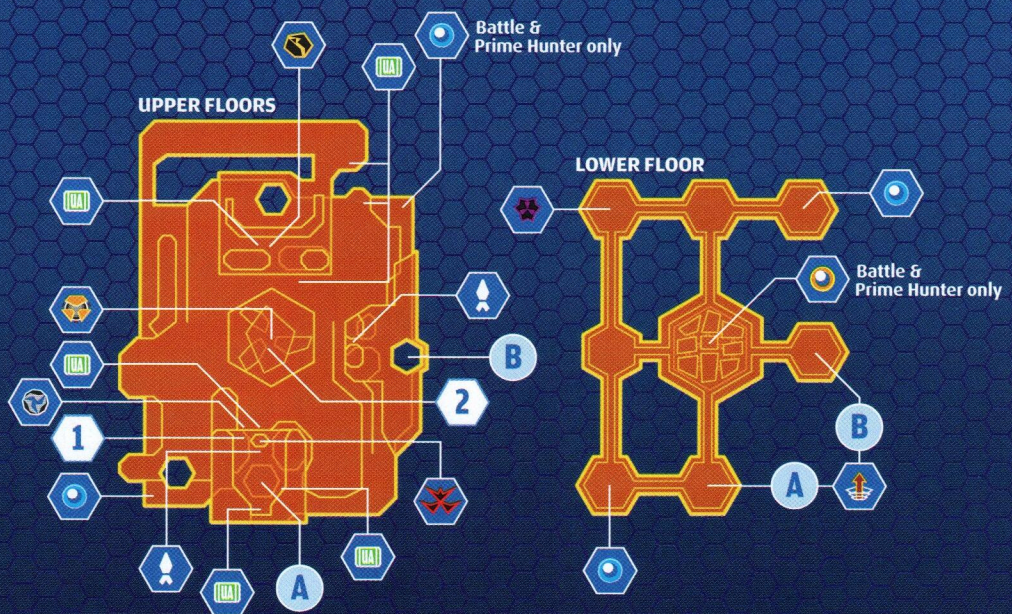
The arena's sniper-friendly confines call out to straight-shooter Trace. His Imperialist's beeline shot also gives him an advantage in the arena's underground area, and other hunters will find his imposing Triskelion form difficult to maneuver around in the tight passages.

NODES

WEAVEL

Weavel's Halfturret alt-form does a bang-up job of protecting the nodes in the underground area, allowing the other half to explore. The hunter's Battlehammer is a great weapon for lording over adversaries from on high.

BATTLE • SURVIVAL • PRIME HUNTER

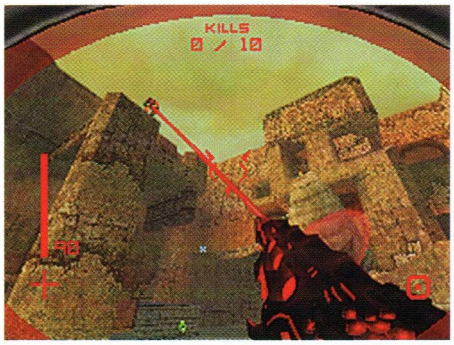


1 SNIPERS, TAKE YOUR POSITIONS

Look out below! There are several High Ground locations from which hunters can fire into the arena. Some of the prime sniper spots are protected by stone walls. On your way to point 1 on the map, grab the Imperialist on the angled path. When you reach point 1, you'll find a Magmaul. The ledge and walls will keep enemies below you from getting a good shot. Take a long leap from the outer-left corner of the ledge to another ledge. There, you'll find a missile power-up and another protected sniper spot. From it, jump carefully to the small ledge to the left, then continue to the highest sniper spot in the arena. You'll find an ammunition power-up, and a hole that you can dive into if you want to drop to a lower level.

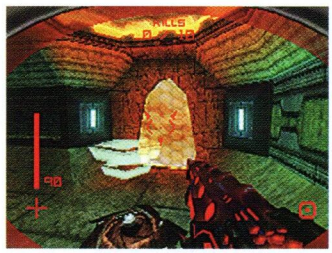
GUNFIRE GIVEAWAY

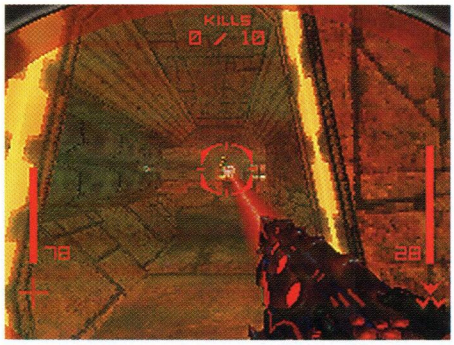
If you have the misfortune of being fired upon by hunters on sniper ledges, find cover if you can, then locate the attackers by watching the trajectory of their shots, and fire back.



MYSTERIES OF THE MAZE

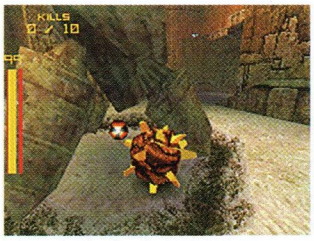
Passages veiled by energy fields spread across the High Ground underground. Drop into the maze via any of several holes on the ground level, and use the twists and turns to shake off pursuers. Two jump beams in the passages allow you to shoot up to sniper ledges without having to run along the arena's exposed ramps.



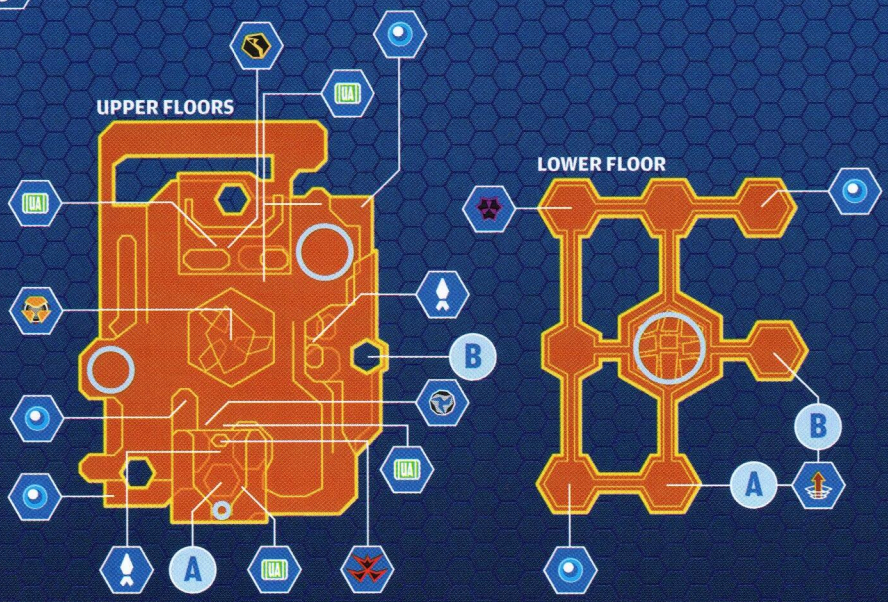


2 GEM IN THE ROCKS

The rock formation in the center of the arena holds a Double Damage power-up. Use it to attack the enemies around you and any snipers on the ledges. If you attempt to climb the ledges, the item's power will likely run out before you reach a sniper spot.



NODES



OWN NODES ABOVE AND BELOW

A node on one of the ledges and another one underground are tricky to find. But once you've uncovered their locations, you'll be able to travel from one to the other via a vertical passage and a jump pad. Secure the rings and travel between them to keep them out of enemy hands.

GROUND-LEVEL DOMINATION

The two node rings on the ground level are close enough to each other that you can protect one while you secure the other. Once you have both nodes under your control, climb up to a sniper spot and keep foes away from your property with precision shooting.

ICE HIVE

Winding passages with plenty of ambush points meet at a central hub. Prepare for a vicious and very cold battle.

ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

TRACE

Many of the passages masked by beehive-pattern energy fields face out into the main room, making them perfect places to station a sniper of Trace's caliber.

CAPTURE

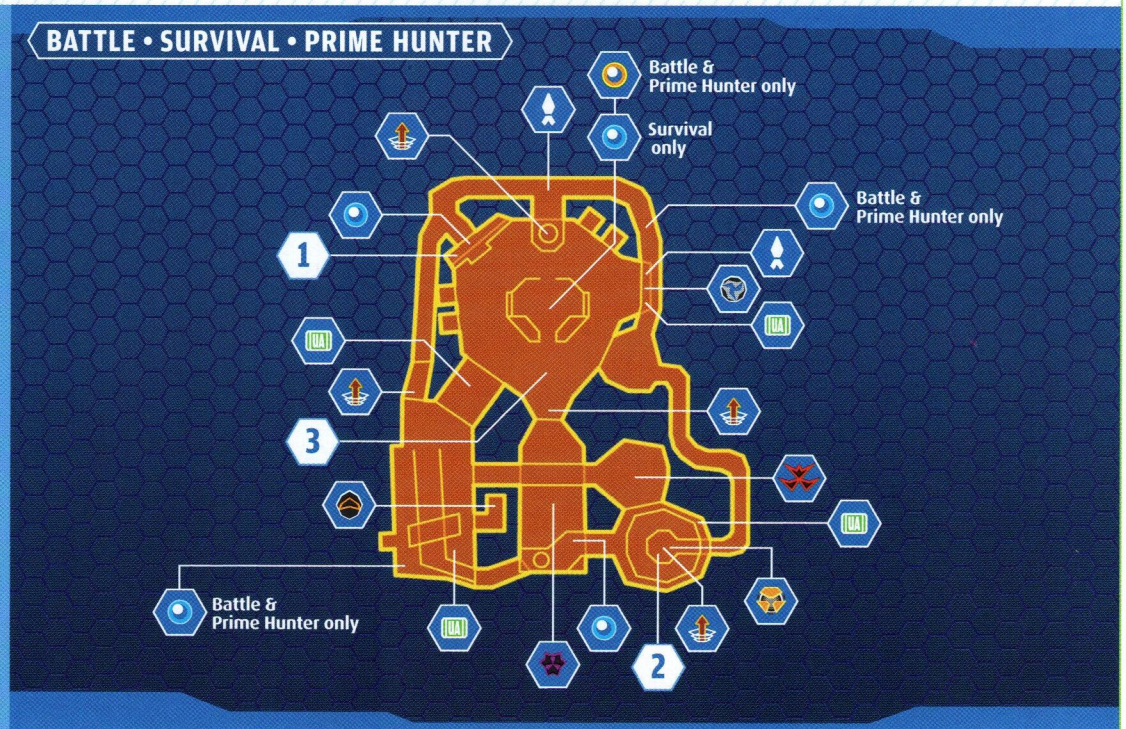
NOXUS

The Ice Hive is the perfect environment for the freeze-friendly hunter. His ice beam stops foes in their tracks. That's a good skill to have when defending Octoliths in Capture mode.

DEFENDER • NODES

SPIRE

In his Dialanche alt-form, Spire can climb walls to some nodes while other hunters navigate the long hallways.



1 GLASS SHIELD

Your window on the world of the main chamber is protected by blast-proof glass. Observe the other hunters from the safe position, then step out from behind the glass when you're ready to snipe. If you're low on energy, look for an energy power-up nearby.

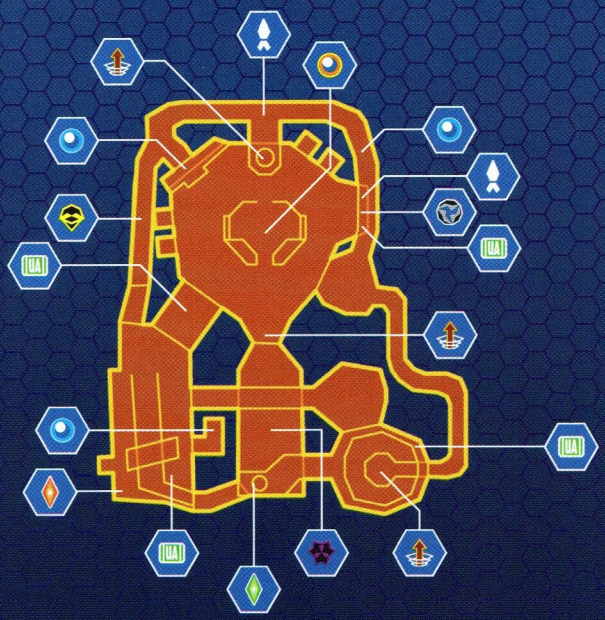
2 BRING THE PAIN

A Double Damage item hovers above a small platform in a hole that is lined with deadly ice spikes at the bottom. Make a precision leap to the item, then use your newly acquired might to defeat other hunters who seek the power-increasing prize.

3 NEW ANGLES

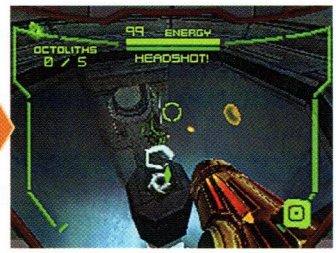
One of the main-room jump beams sends you straight through a hole. The other one takes you up to a central passage, but if you hit the beam at an angle and jump in midflight, you'll be able to reach a passage on either side.

CAPTURE



DANGEROUS MISSION

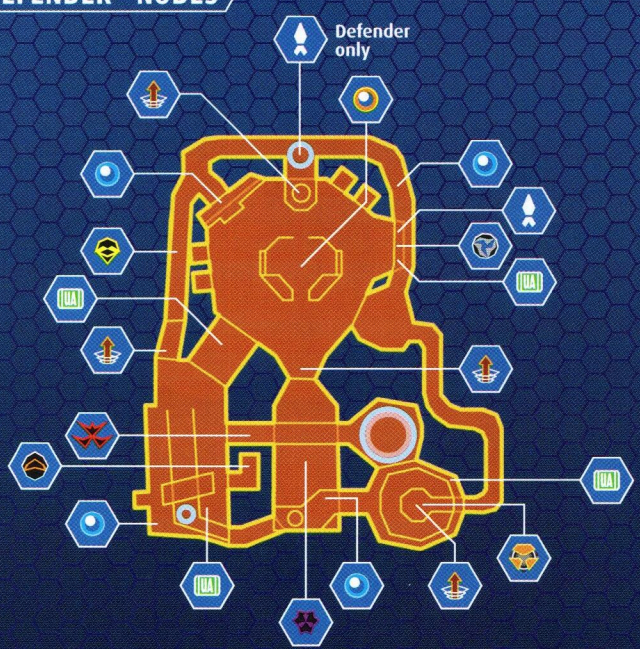
The green team's Octolith is in the Ice Hive's most dangerous section, which is composed of narrow passages and a spike-lined hole. Whether you're bringing the orange Octolith to the green station or claiming the green Octolith for the orange team, take a partner to recover your Octolith if you're unable to continue.



ZIG WHEN THEY ZAG

When transporting Octoliths, it's a good idea to take a different route every time to throw off your pursuers—you'll lose them in the branching paths. If you're low on energy, cut through the main chamber to collect energy power-ups on the way to your destination.

DEFENDER • NODES

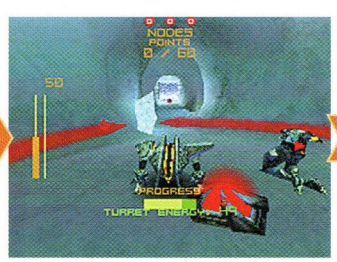


SNIPER STANDOFF

The Defender-mode ring is on one side of the ice bridge, and an Imperialist power-up is on the other side. If your opponent occupies the ring, grab the weapon and target your foe with sniper shots. If you're defending the ring, roll into your alt-form and hide behind the ice crystal.

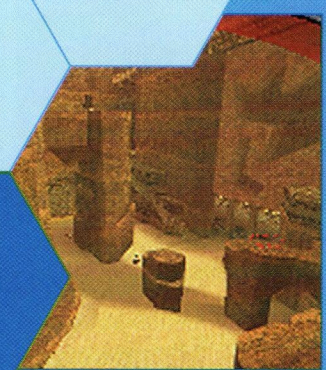
THREE-RING CIRCUIT

Ride a main-room jump beam through the hole to the closest node ring. Turn left, run down a hall, ride another beam, veer left, and run across the ice bridge to another node. Backtrack across the bridge and drop to the node on the ice. Hop to regain traction while you hack into the last node.



ALINOS PERCH

Alinos Perch is the Grand Canyon of multiplayer arenas. Snipers will find plenty of places to stop and lord over the open space.



ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

SPIRE

Rock walls and towers are the perfect environment for Spire's wall-roaming alt-form. Also, the arena is equipped with a Magmaul power-up, Spire's affinity weapon.

CAPTURE

SYLUX

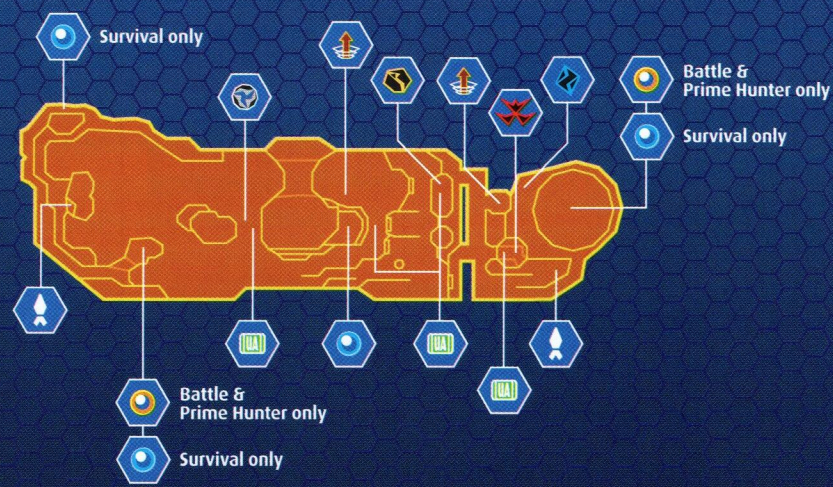
Sylux is a great fit for Capture mode. When chasing down other hunters, Sylux can use electrical currents to sap their energy.

DEFENDER • NODES

TRACE

Watching two nodes from a sniper perch, Trace is able to keep both of them clear of enemies by using his Imperialist affinity weapon.

BATTLE • SURVIVAL • PRIME HUNTER



CLOSE IN ON SNIPERS

The arena's wide-open spaces are suited more to long-distance attacks than to close-range encounters. If you're going up against someone whose strength is sniping, approach your opponent, using as much cover as you can find, and unleash point-blank attacks when you reach him.

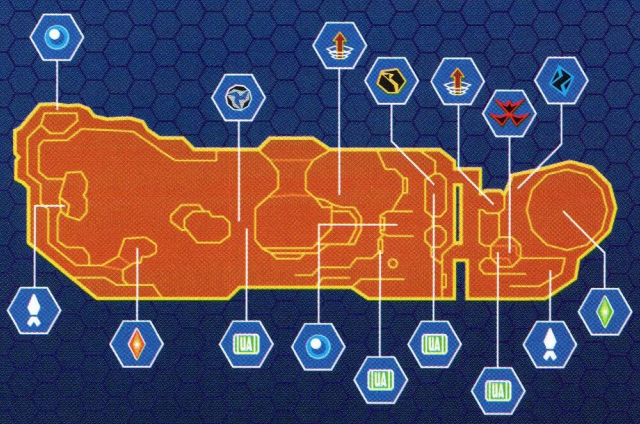
BIG LEAP UPWARD

The Alinos Perch jump beam is pointed at one end of the arena. If you run into the beam while moving toward the arena's center, then jump while you're in midair, you'll reach the arena's highest point—a great place to watch the action and to fire on enemies who are unaware of your location.

SMALL TARGET

Any hunter besides Noxus can move along the narrow paths around the arena in his alt-form with ease. By traversing the zigzag paths in your compressed form, you can get to your destination without being detected.

CAPTURE



OFFENSIVE STRUGGLE

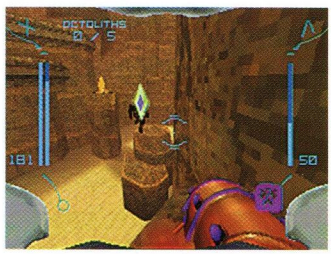
Since the arena is large, it's best to go after Octoliths in a two-hunter team, rather than have one hunter stay and defend the base. That dynamic makes for a lot of four-hunter fights in the middle of the arena. The last team standing controls both Octoliths.

WEAPON RECOVERY

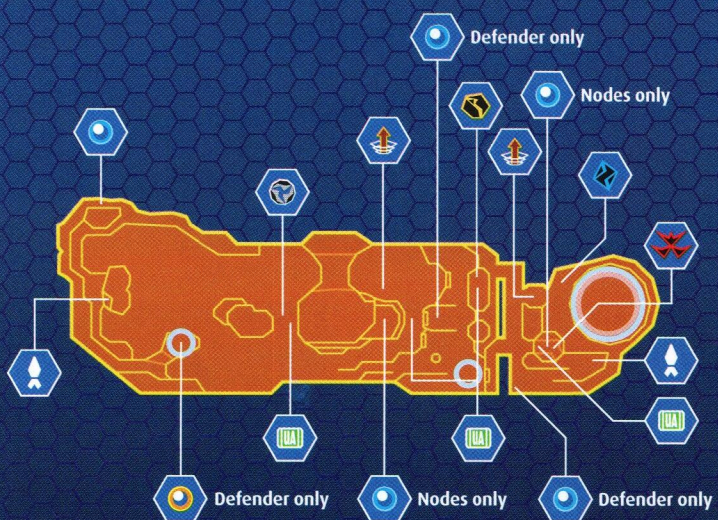
On a two-player team, the hunter who is not holding the Octolith should gather weapons and ammunition. The technique is especially important for the orange team; the green team will find useful items close to its own base.

HOP CUT

The shortest path between the Octoliths is across the tops of a line of pillars. If you fall off of a pillar on your way across the path, either take the long series of ramps between the bases to reach your destination, or return to the beginning of the pillar path and start again.

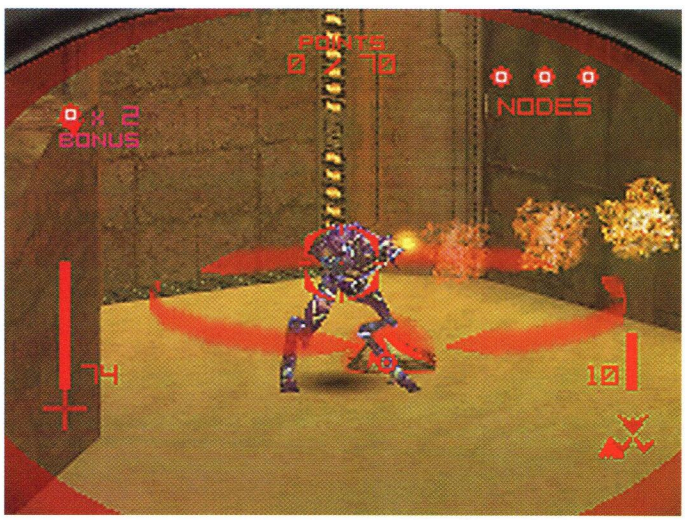


DEFENDER • NODES



DOUBLE-NODE PROTECTION

Power up in the arena's limited interior space, then go outside and take control of the nodes. If you've got sniper-friendly weapons, you'll have no problem occupying one node while you protect another one from a distance.



SIC TRANSIT

Though the Sic Transit arena is large, most of the fighting takes place in a concentrated central area.

ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

NOXUS

Noxus will find it easy to dominate battles in the open hallways, clearings and ramps of Sic Transit in his Vhoscythe alt-form. His default coloring blends in with the environment.

CAPTURE

SYLUX

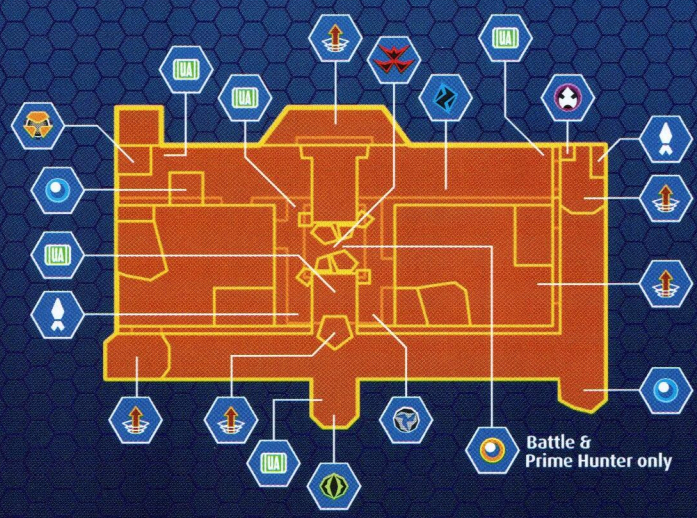
Base defense comes naturally to Sylux. The hunter can use the Shock Coil to latch onto enemies without aiming at them directly, and sap their energy.

DEFENDER • NODES

TRACE

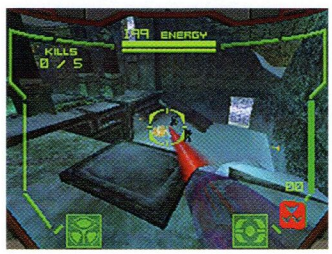
The sniper Trace is at home on high perches. By planting himself at the top node ring, Trace can use the Imperialist to protect the other rings from behind a veiled doorway.

BATTLE • SURVIVAL • PRIME HUNTER



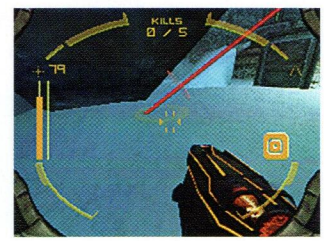
POWERFUL AND INVISIBLE

The Sic Transit arena is equipped with both a Double Damage power-up and a Cloaking item. If you collect both, you'll have a couple of effective attack options: Stay back at a sniper position and blast away, or jump into the middle of the battle and pulverize your opponents without giving them the opportunity to hit you. If you choose the former plan, your opponents will know your general location, but their aim will likely be off.

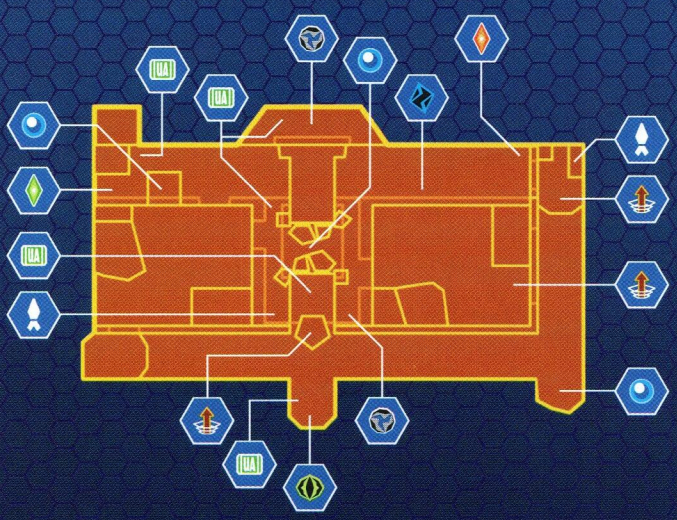


IN THE SHADOWS

The ramps in the main area give you good places to hide from snipers, and the nooks and crannies of the interior paths provide spots for you to duck away from pursuers and devise ambushes.

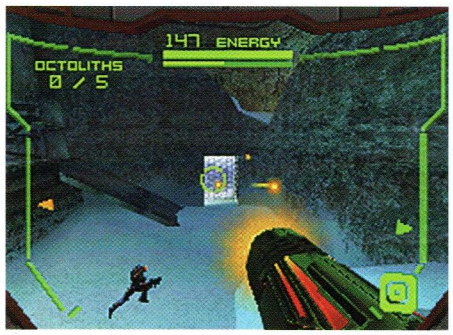


CAPTURE



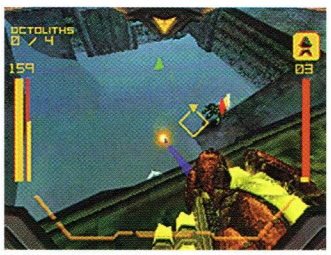
ORANGE-TEAM TACTICS

In Capture matches, the arena's main area is blocked in the center, causing you to take side routes between the Octoliths. Two passages veiled by energy fields lead to the green Octolith. Mix up your approaches to the green base to keep your enemies on their toes.

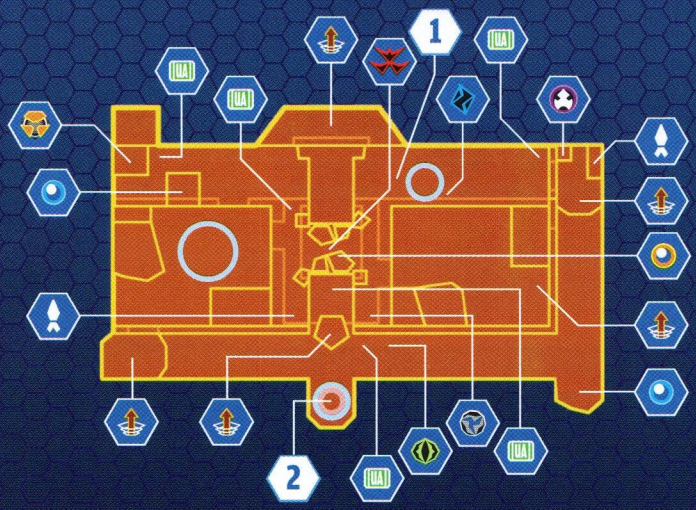


GREEN-TEAM TACTICS

Since there's only one entrance into the orange-team base, defenders will see you coming. Collect the weapon and ammunition power-ups nearby so you'll be equipped to take on your opponents.



DEFENDER • NODES



1 MIDNODE SECURITY

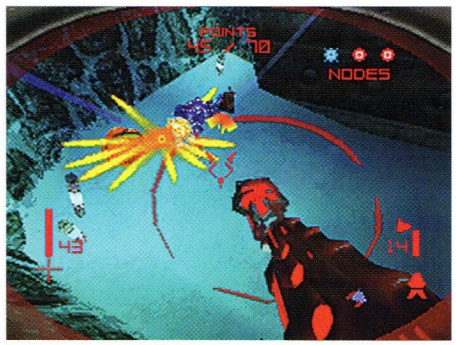
The middle, raised node (activated in four-player matches only) is out of the way compared to the two ground-level nodes nearby. You'll likely have good luck securing it in alt-form. Once you have it, return to default hunter form and fire on the occupants of one of the lower nodes.

DOUBLE-DAMAGE DOMINANCE

In a four-player game, there are three nodes near each other. You can defeat the foes around those nodes with ease after collecting the Double Damage item. Go for the most populated nodes first, then claim the nodes of the current point leader.

2 TOP POP

The area's upper node ring is also the Defender node location. It's easy to get to, which makes it difficult to take over. In a three- or four-player match, you can count on your opponents to eliminate each other once the node is under your control.



LOOK OUT BELOW

In a four-player game, the arena's bridge gives you easy access to a node ring and an Imperialist power-up, plus a good view of two other rings. Defeat the enemies in the rings by using your best sniper techniques, then swoop down to take the rings for yourself.

TRANSFER LOCK

A pyramid, low-gravity space walks, lots and lots of weapons—Transfer Lock has it all.

ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

KANDEN

Kanden's maneuverable Stinglarva alt-form can traverse all of Transfer Lock's passages with ease, and leave explosives that seek out his closest foe.

CAPTURE • BOUNTY

SAMUS

Samus's charged missiles tear toward targets, giving her the ability to pick off other hunters easily in the wide-open space between Octoliths.

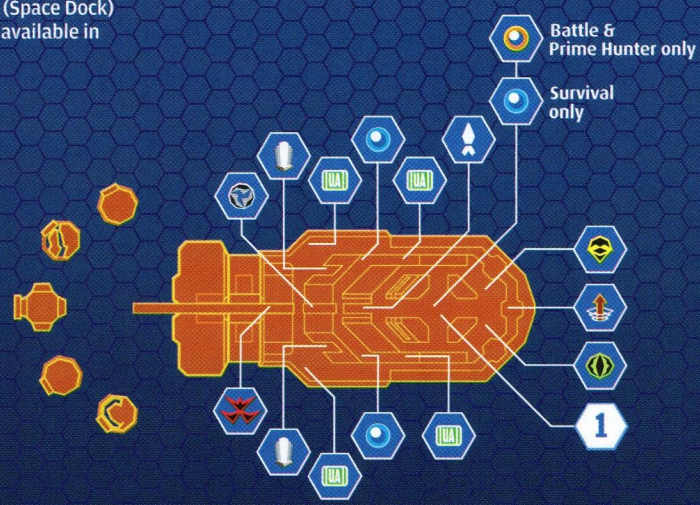
DEFENDER • NODES

TRACE

The nodes aren't close to each other, but they are within sight of each other, making node defense easy with the Imperialist sniper weapon. No one handles the Imperialist better than Trace.

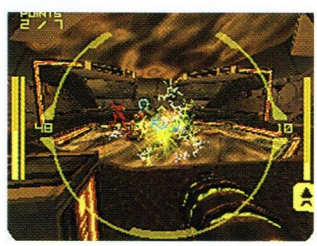
BATTLE • SURVIVAL • PRIME HUNTER

The outer section (Space Dock) of this map is not available in Battle mode.



1 POWER GRAB

Much of the fighting will take place atop the arena's pyramid, where you'll discover an energy power-up. Take the item and protect its location while you wait for it to respawn. It's a good idea to collect the item even if you don't need it, just to keep other hunters from taking it.

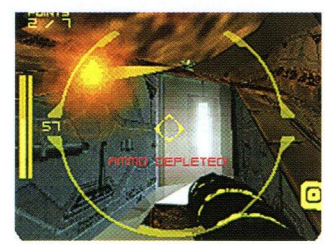


GOOD TO BE KING

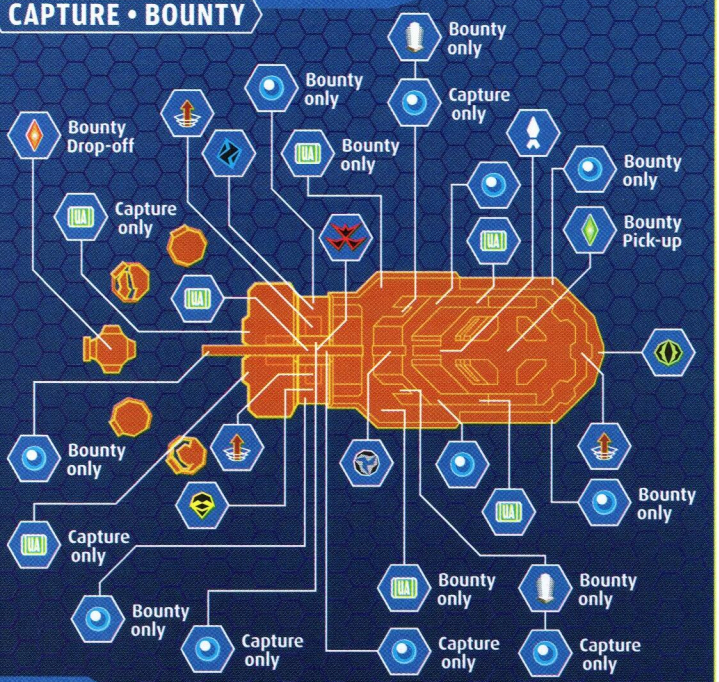
When you rule over the top of the pyramid, not only can you reenergize by using the central power-up, but you can fire from the cover of the section's four walls. If another hunter has taken up residence on the pyramid, sneak up to him in your alt-form.

TURN THE TABLES

The two portals at the foot of the pyramid zap you into the arena's trenches. If you're being pursued, jump into a portal, then work your way through the trenches to surprise the hunter who was on your tail.

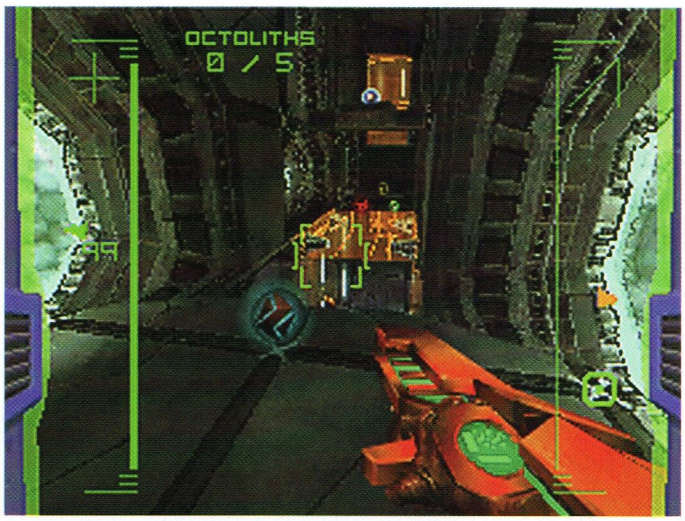


CAPTURE • BOUNTY



WEAPONS STOCKPILE

The Capture- and Bounty-mode versions of the Transfer Lock arena include a docking bay. Between the bay and the main chamber, you'll discover a location that contains weapon, energy, and ammo power-ups. Stop for an item-collection session.

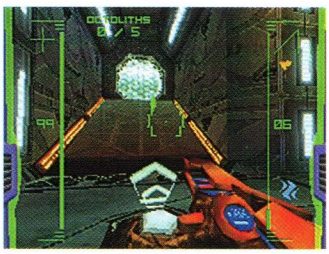


THE ORANGE PATH

The safest way to cross the gap to the orange Octolith is to run along the bridge that nearly spans the gap, then jump onto the Octolith's resting place. The speedier method is to leap across the entire gap. Run off the edge, and jump as you fall to reach your destination.

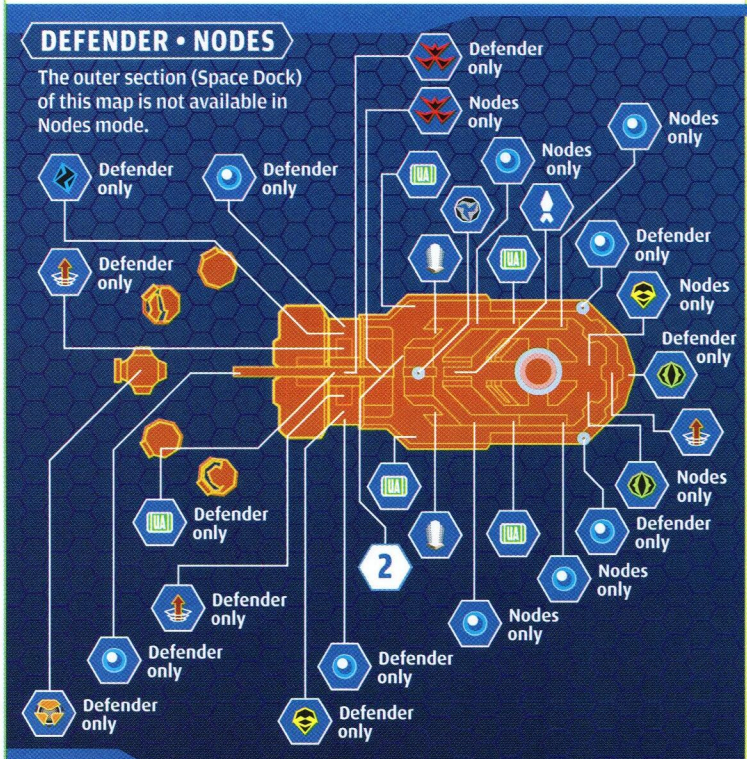
THE GREEN PATH

As you race to the green Octolith atop the pyramid, take one of the side routes through the area between the main sections. You'll come across a jump beam that is pointed at the pyramid, allowing you a major speed boost.



DEFENDER • NODES

The outer section (Space Dock) of this map is not available in Nodes mode.



PYRAMID POWER

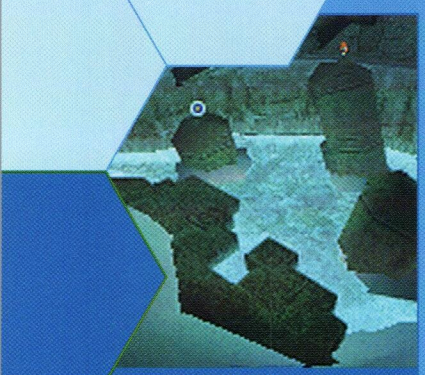
For four-hunter Nodes battles, there's a large node ring on top of the pyramid. Hunters attempting to defend the ring will look for enemies on the main path. Scale one of the sides of the pyramid, picking up an energy boost on your way, then hop onto the wall on the edge of the ring and blast the defenders.

2 BRIDGE TRAFFIC

The small and hotly contested node ring on the bridge is difficult to hack into, as your enemies can knock you off the bridge from afar. Step off the ring if you must. Your survival is more crucial than sustaining the hack. You'll find an Imperialist at the far end of the bridge. Use it to snipe pyramid occupants.

SANCTORUS

Slippery surfaces and snow pillars give Sanctorus both safe and dangerous battle positions. Move cautiously, then dig in.



ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

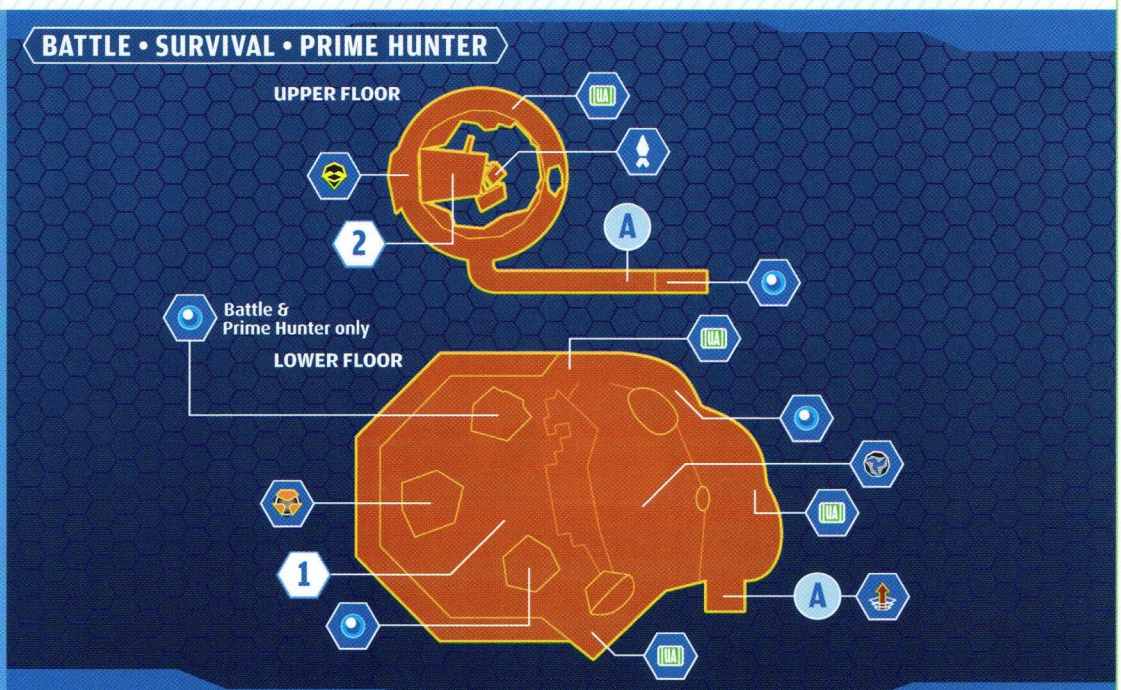
WEAVEL

Always a great alt-form pick for arenas that have a much-contested open area, Weavel's Halfturret, placed on or near the broken pillars, does a good job of protecting the central power-ups.

DEFENDER • NODES

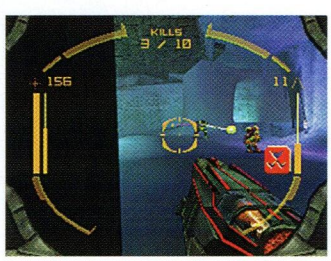
SYLUX

If you want a speedy alt-form, you can't do better than choosing Sylux for the task of zipping through Sanctorus's tight peripheral areas and open space. In alt-form Sylux can defend a position easily by using trip wires.



KEEP YOUR BACK TO THE WALL

When the battle draws you to the main room, spend the bulk of your time on the area's edges, hiding behind snow pillars and picking off those who dare venture to the middle. You'll find both energy and ammunition under arches and in short tunnels. Park near a wall, facing the center, and make life miserable for the hunters who fight for control over the main area.



1 GET SMALL

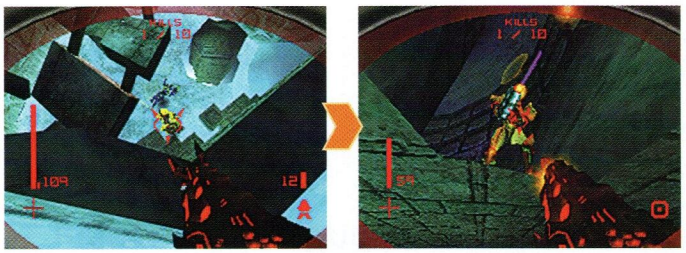
It's common sense to avoid open areas where your adversaries can attack from all angles. But if you find that you have a reason to enter the middle room (to pick up a crucial item, perhaps) roll into your alt-form to ensure that you're a small and squirrely target.

2 A SHOCKING DEVELOPMENT

Use the jump beam to get to the arena's higher reaches, run through the hall, and turn left at the fork. You'll find a Volt Driver power-up. Walk out toward the center of the arena, on the ledge that holds a missile, and use your charged weapon's homing ability to strike your enemies.

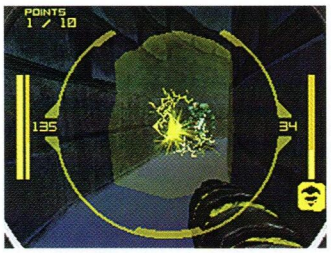
RULE FROM THE RAFTERS

From the high perch where you'll find the missile, leap to a very narrow ledge that rings the arena. It's a great place to watch the main-area battle unfold, and to scout your enemies. If an adversary enters your eagle's nest, make a quick escape by dropping off the ledge and scurrying into the shadows.

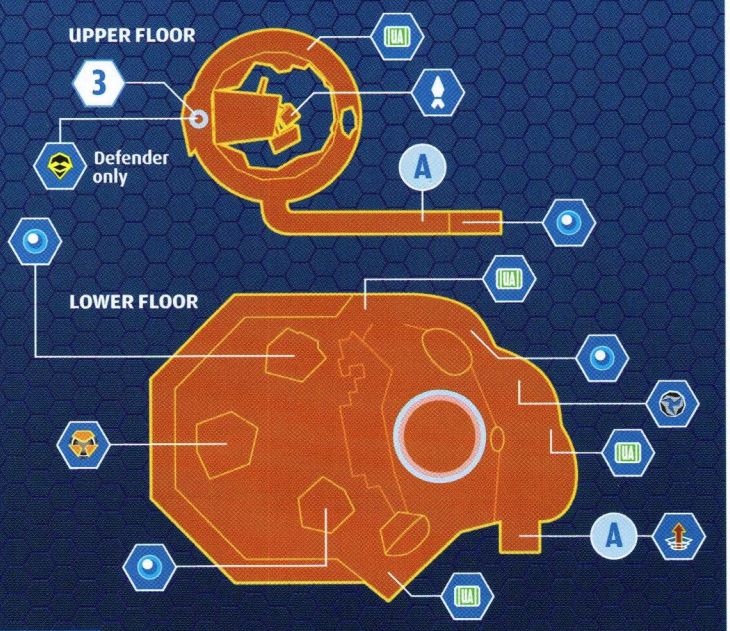


HALLWAY DOWNGRADE

In the hallway above the main room, take care using the Judicator, Battlehammer, Magmaul, or missiles. If you were to hit the wall with an explosive weapon, you'd take collateral damage from the blast.

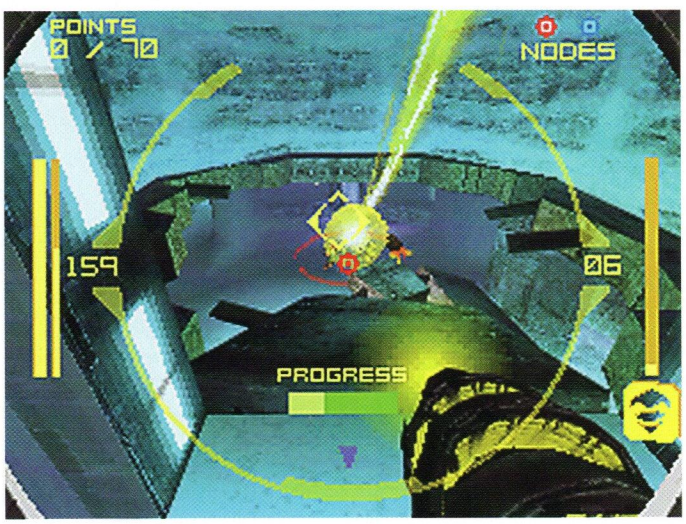


DEFENDER • NODES



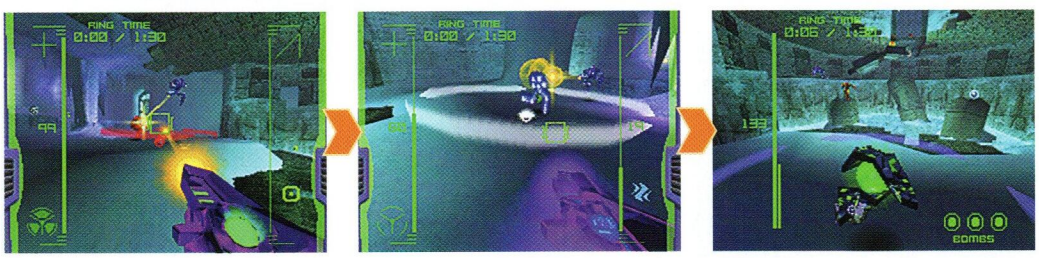
3 HOLD ONE RING, WATCH ANOTHER

The node ring on the top floor takes some effort to get to, which means that you won't have to fight off a lot of challengers to hold the position. Watch over the center ring and fire on those who attempt to take it over.



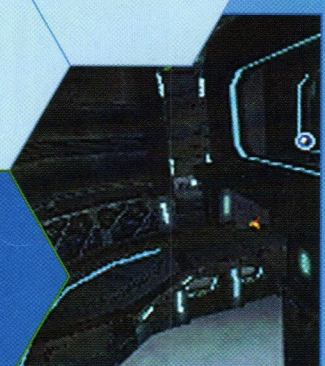
AVOID LARGE CROWDS

If several hunters are fighting for the middle ring, you'll have a hard time taking it over by just jumping into the battle. Stay on the edge of the area, fire on your enemies from cover, and wait until one battered hunter remains. That's your cue to enter and claim the ring.



COMPRESSION CHAMBER

Though it's not small, the Compression Chamber has many tight areas, making for an action-intensive fight.



ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

SYLUX

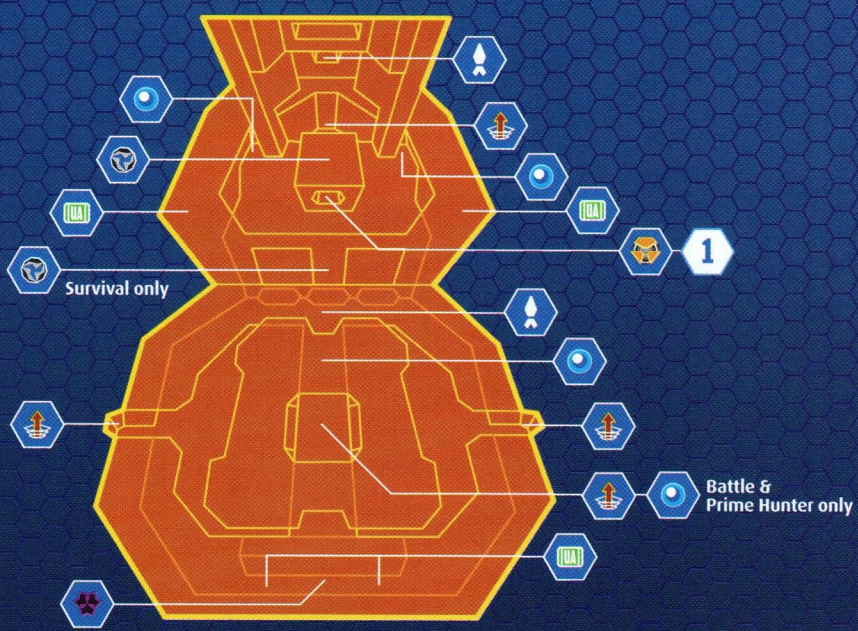
Physical contact is a guarantee in the Compression Chamber's cozy confines. Sylux dominates close combat with the punishing Shock Coil.

NODES

SPIRE

Reaching node rings in the multilayered arena requires the ability to climb up and down levels in a hurry. Nobody does that better than Spire in his Dialanche alt-form.

BATTLE • SURVIVAL • PRIME HUNTER

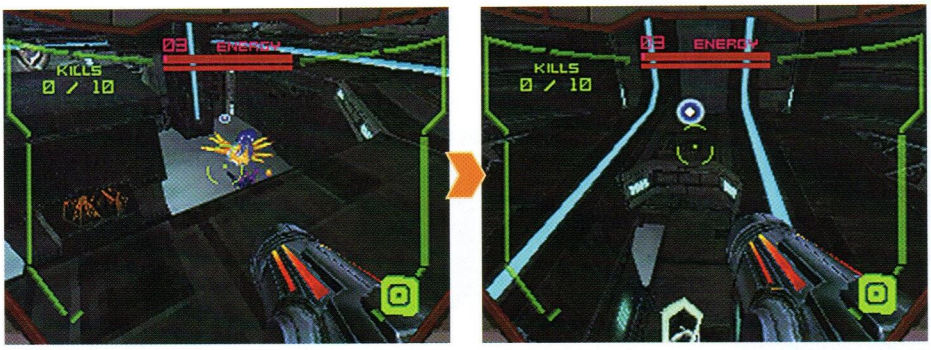


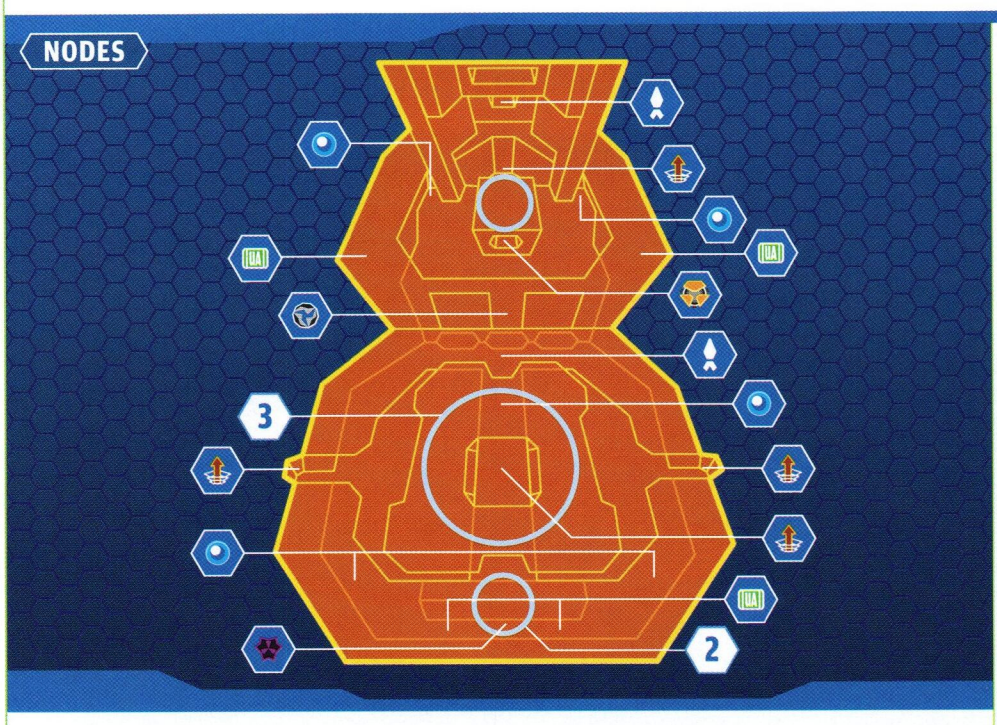
1 DOUBLE DUTY

The Double Damage item that appears in the hole in the arena's main pillar respawns quickly, making the area around the pillar a popular haunt for hunters. Grab the power-up quickly and use it to defend the immediate area. If you're quick, you'll be able to defeat your enemies before they can pick up the weapon, keeping it all to yourself.

EXPLORE THE FRINGES

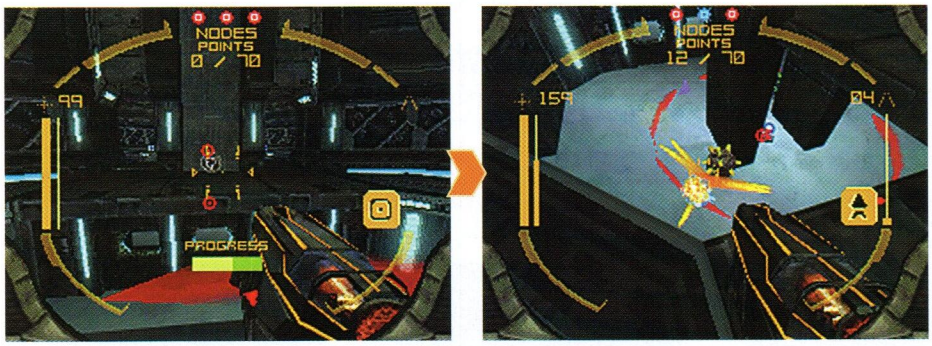
In Battle, Survival, and Prime Hunter contests, your adversaries will likely converge on the section that holds the Double Damage weapon. If you're low on energy and ammunition, travel to the far parts of the Compression Chamber to collect power-ups trouble-free.





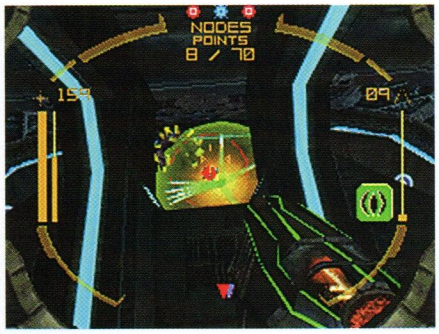
CONTROL THE UPPER REACHES

The node rings above the main floor (available in both three- and four-hunter matches) are out of the way compared to the central ground ring. At the beginning of the battle, lay claim to the top nodes first (watching out for hunters who hide out on the catwalk above), then join the fight for the big ring.



2 RING MASTER

Beam up to the catwalk above the small second-level node ring (part of a three- or four-hunter struggle) and watch over your property from the perch. A power-up will keep your energy maxed out. If another hunter attempts to take over your node, either drop and attack, or wait for your enemy to leave, then reclaim the position.



3 NODE CONTEST

The ground-level node ring will change hands often, as the arena's design makes hunters gravitate to the central location. Grab the Double Damage item from the pillar before you make your own attempt to control the ring, then jump in and attack at full force.

INCUBATION VAULT

A small arena with multiple layers and many obstacles allows you to snipe, attack from close range, or fire from cover.

ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

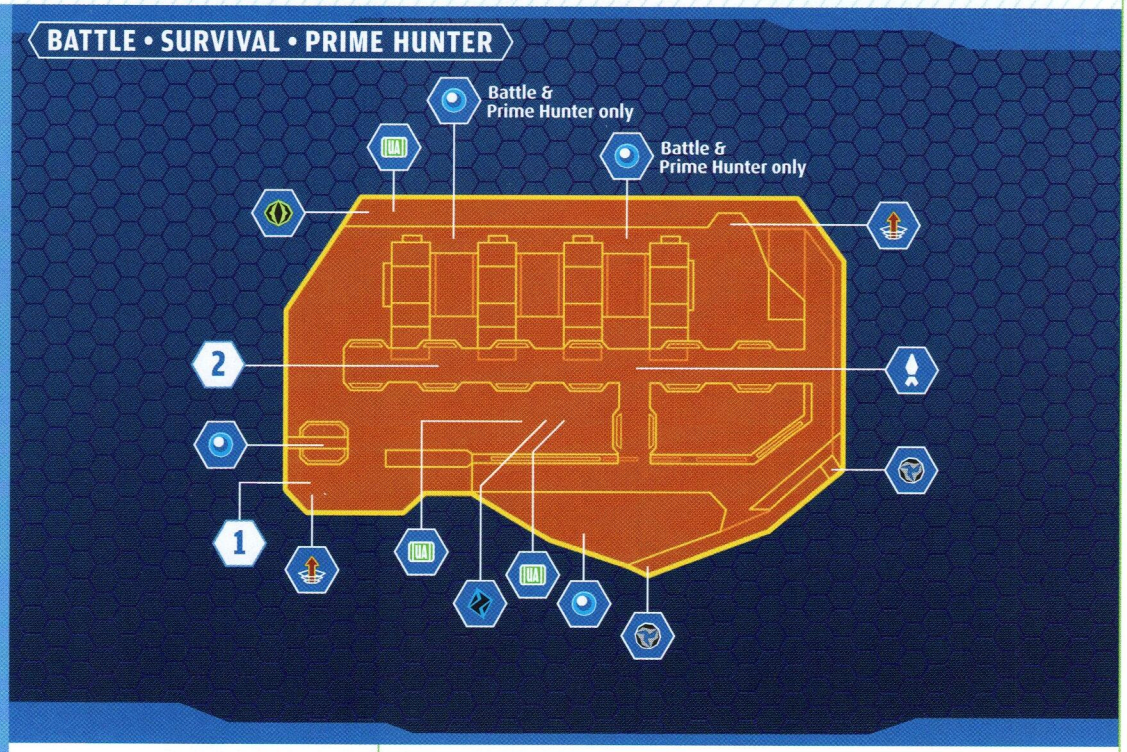
KANDEN

Kanden's yellow-green coloring allows him to blend into his surroundings. His Stinglarva alt-form is perfect for navigating the paths around the incubation chamber. If enemies are nearby, drop bombs to keep them away from the area's power-ups.

NODES

SAMUS

By speed-boosting in Morph Ball form, Samus can move between nodes quickly, and protect them with constant bomb blasts.

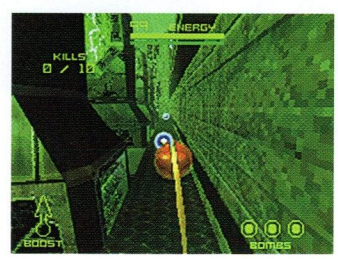


NO GLASS

The frames around the arena's wide windows provide some cover, but the openings are glass-free, letting you—and others—fire through them. You can also jump through the openings if enemies are approaching from both ends of the corridor and you need to make a quick escape.

POWER-UP PATH

If you need an energy pick-me-up, roll into the narrow passage on the ground floor, near the incubation chamber's supports. You'll discover energy power-ups on the path, and find cover behind the supports, especially in your alt-form. You'll also find a few decent sight lines that allow you to fire into the center of the arena. If you detect another hunter on the path, move around a support and toward the center to avoid being cornered.

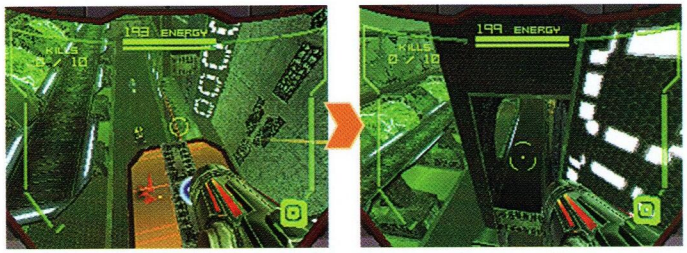


GO HIGH, AIM LOW

The complex catwalk system above the main floor is a great place to get angles on enemies patrolling the ground floor. If you keep moving along the walks, your adversaries will have a hard time keeping track of you. Just stay clear of the glowing green tubes. Direct contact with them is damaging.

1 DIRECT PATH TO THE TOP

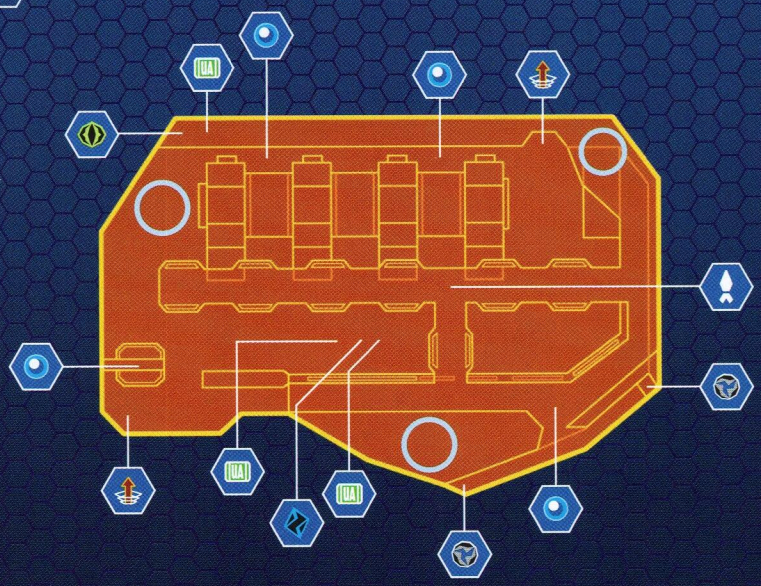
The corner jump beam gives you easy access to an energy power-up on a platform, and to the walkway that runs down the center of the arena. Jump at the peak of your beam trajectory for more height and distance.



2 TAKE A STAND

Contact with the green tube at the top of the arena is harmful to you and your enemies. Stand at one end of the arena, on the solid pipe section between glowing green ones, and challenge your foes to draw near. If they take you up on your challenge, try to push them into the hazardous material.

NODES

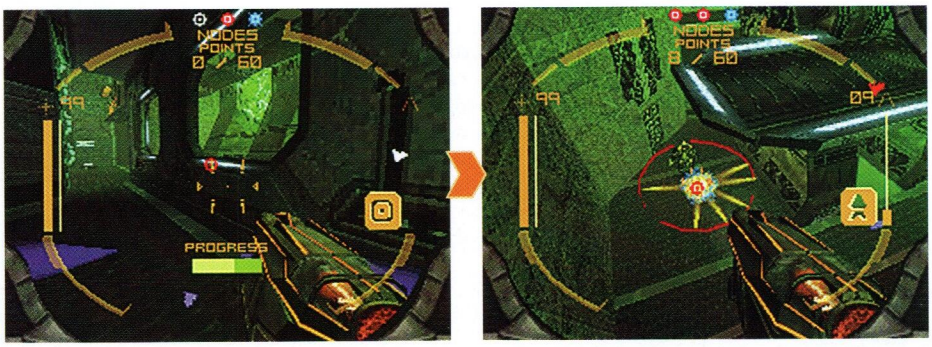


MULTI-NODING

The node rings on the ledge and in the side room (both available in four-player matches) are visible to each other, making them good candidates for two-ring ownership. While you take over one of the rings, fire on foes near the other ring. When the path is clear, venture to the second property, making sure that your first acquisition is protected.

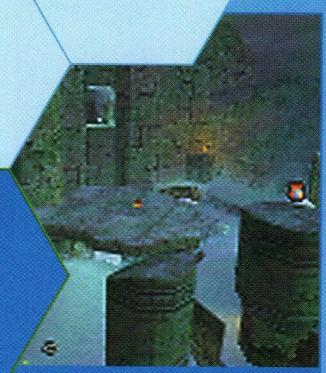
UP-AND-DOWN OWNERSHIP

From the node ring on the ground floor, you can reach the node in the room on the upper floor (available in four-hunter matches) easily by way of the jump beam. Even though the two rings are on separate levels, they are good candidates for dual ownership. Once you have control of both rings, wear a path between them to keep them from being captured by another hunter.



SUBTERRANEAN

Two large rooms connected by several paths allow for both close combat and long-distance sniping.



ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

TRACE

Cloaked and equipped with an Imperialist, Trace is a silent and unseen killer on the Subterranean arena's high ledges and pillars.

DEFENDER • NODES

NOXUS

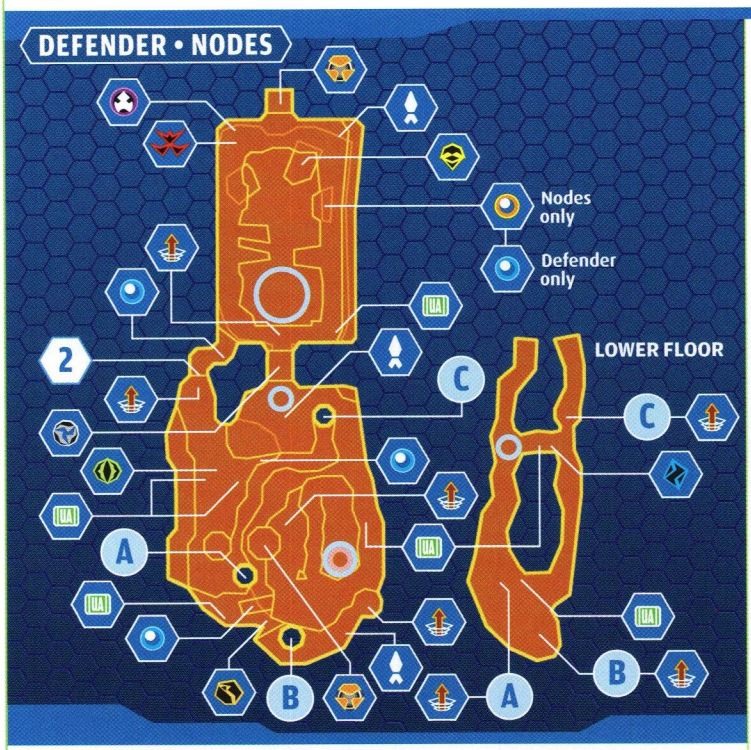
In his standard form, Noxus can freeze enemies who are attempting to reach crucial positions. In his Vhoscythe alt-form, he can move quickly and cut a wide circle to protect his territory.

1 DOUBLE DOUBLE

There are two Double Damage items in the Subterranean arena. Collecting both doesn't quadruple your power, but it does keep your enemies away from the slow-to-regenerate items. If you're part of a team, collect one of the items and point your partner to the other one. The first one is on a pillar in the arena's wide-open area. For details on reaching the second one, see the "Big Hurt" section on the next page.

BIG HURT

A second Double Damage item is on a high ledge in the deep rectangular room. From the location of the first Double Damage item, hop onto an angled jump beam, stopping at the energy power-up on the middle ledge. Drop to the right, then jump in midair to reach the item.



OCCUPATION AND PROTECTION

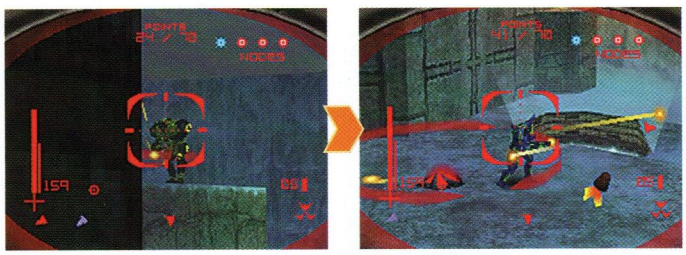
In a four-hunter match the nodes come in natural pairs, giving you a good chance to control and protect two nodes at once. In the open room, hack into the lower node first, then hop to the upper node, tapping into one while you protect the other. If that territory is too tough to control, take a jump beam to the rectangular room and hack into the node at the bottom, then head into the underground passage to take over the next node.

TAKE THE MIDDLE GROUND

The Subterranean arena comprises two large rooms. By beaming up to the ledge between the rooms, you can keep track of both areas and the activities around three of the four nodes that appear in a four-hunter match. Watch where the other hunters are going before you make your next move.

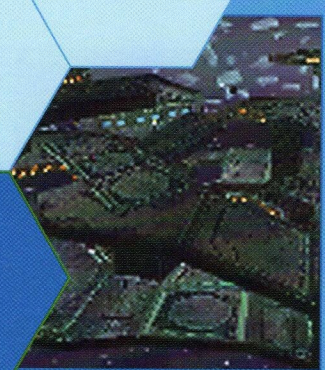
2 SECLUDED SNIPER POSITION

Grab the Imperialist weapon, then head for the sniper spot at point 2 on the map. From there, you'll be able to watch and protect two of the node rings that appear as part of a four-hunter match.



OUTER REACH

Outer Reach's deep-space platforms and walkways will play host to a great battle between any number of combatants.



ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

SPIRE

Spire's Dialanche alt-form gives him good traction on the Outer Reach arena's many raised walkways, allowing him to push other hunters onto the platforms below.

CAPTURE

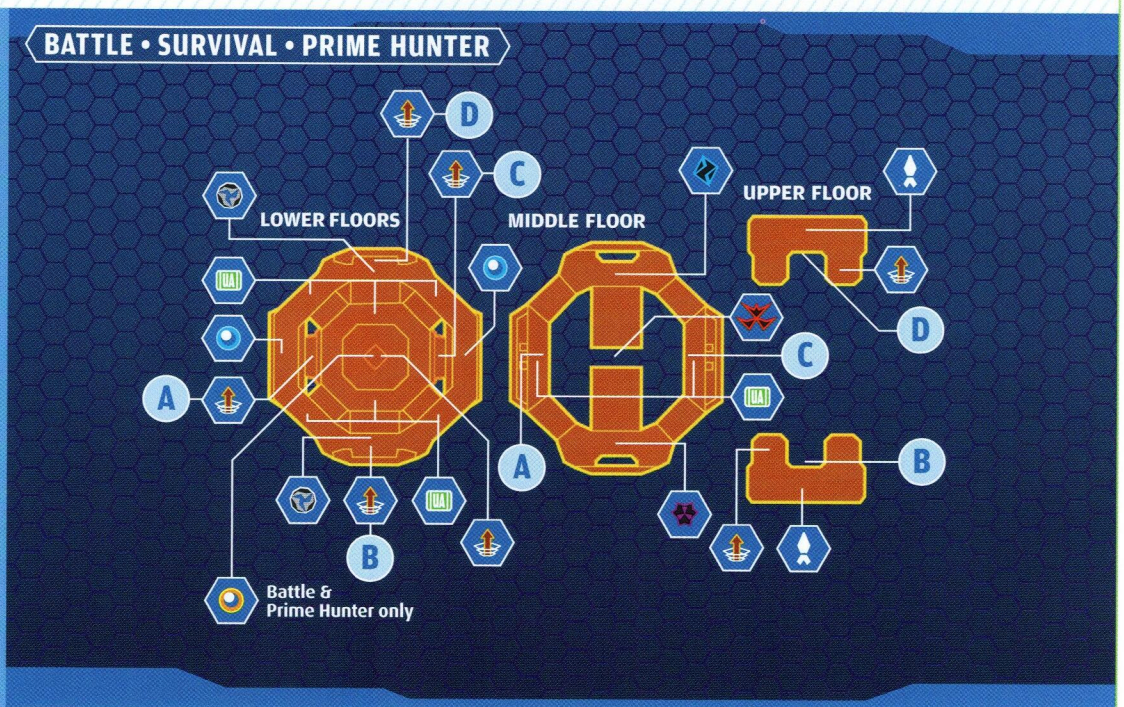
SAMUS

Proficiency in Capture mode requires an ability to hunt down other hunters who have stolen your property. Samus's charged homing missiles give her the pursuer's edge.

DEFENDER • NODES

SYLUX

The Shock Coil hits its closest opponent, no aiming required. That gives Sylux the advantage in close-combat battles for rings.



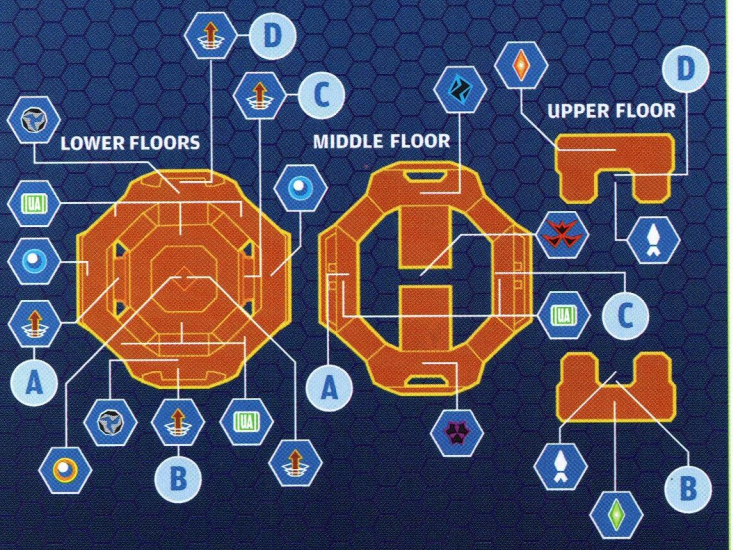
TRIPLE-TIERED TERROR

The open layout of the Outer Reach arena makes for exciting deathmatch battles. The top floor and its overhangs are designed for long-distance combat. You'll find an Imperialist power-up on your leap to the middle. Use it or missiles to fire across the floor, or fire on enemies below you. The middle floor is more suitable for defensive play, with two protected alcoves that contain energy power-ups. You'll also find weapons on the floor to help you fight those who attempt to attack you from above. The edges of the bottom floor are quiet. Wait there for foes who drop to collect the energy power-up in the floor's center.

SECOND CHANCES

You'll move around constantly in the Outer Reach arena, and make many leaps as you navigate the platforms. If you fall from an edge, remember that you can leap in midair to save yourself, either making your landing softer or keeping you from dropping into the abyss.

CAPTURE

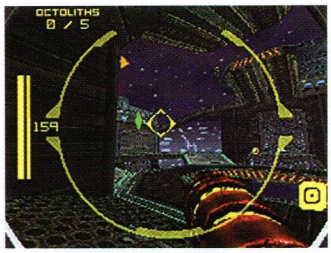


DON'T JUMP

After you've stolen the opposing team's Octolith, you may be compelled to vault across the center gap to reach your base, but the route will expose you to your enemies. The safer and more-direct way to get to your base is to drop to the middle level and work your way around to a jump beam on the other side.

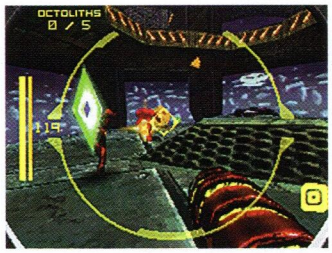
SPLIT UP

If you decide to split up with your partner in a Capture-mode match, have one hunter camp out at the enemy base and watch your own base from across the arena. If the hunter who is on Octolith-stealing duty is defeated, the prize will reappear at the base, ready for the first hunter to run off with it.

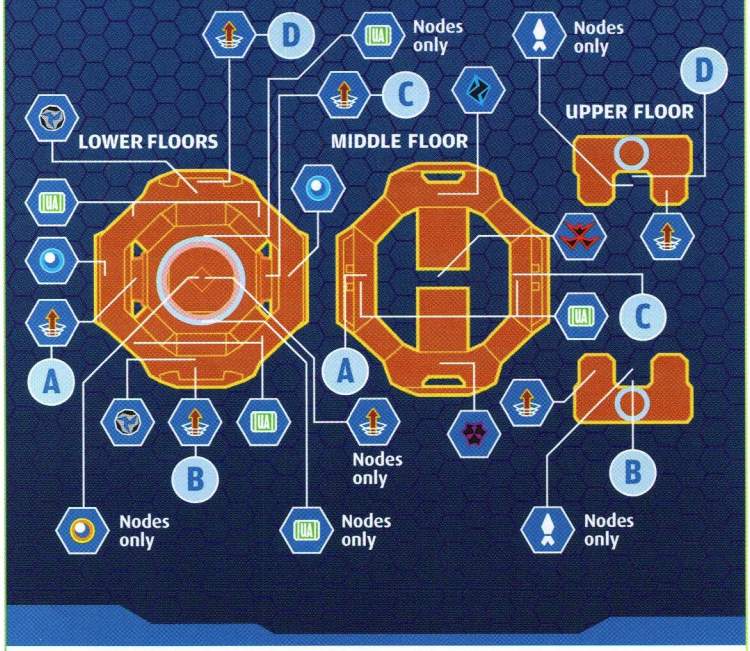


STAY TOGETHER

If you choose to go tandem with your partner, one member of your team can carry the item while the other one provides protection. If the carrier is low on health, he should roll into his alt-form so his partner can take the item. If your team is separated, you'll find each other easily in the open arena.

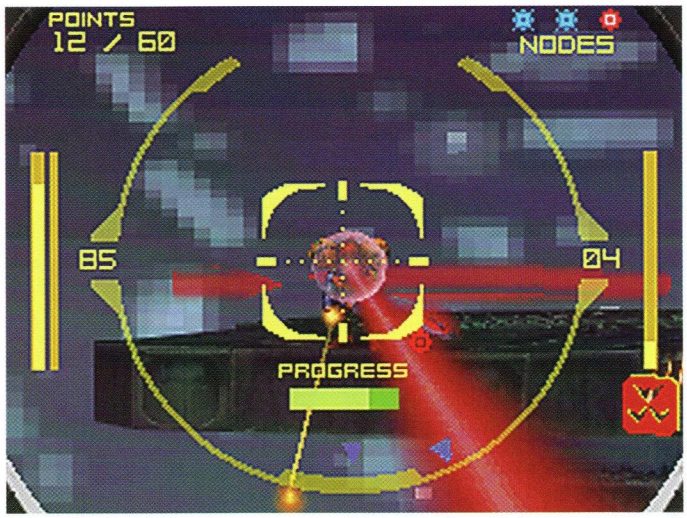


DEFENDER • NODES



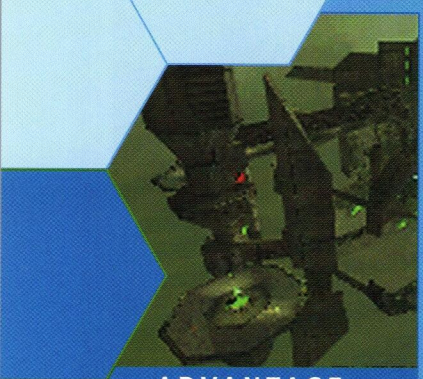
WAR ACROSS THE GAP

The two rings at the top of the arena are easy to travel between, which means that keeping control over both of them will be brutal. When you're hacking one ring, use long-range attacks to clear the other one. Also use long-range attacks to defeat foes in the bottom-level ring (available in three- and four-hunter matches).



HARVESTER

The sprawling Harvester arena has three big expanses and lots of nooks and crannies to explore.



ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

TRACE

With high vantage points and an Imperialist power-up, the Harvester arena is a dream location for the sniper Trace, especially when he is cloaked.

CAPTURE

SPIRE

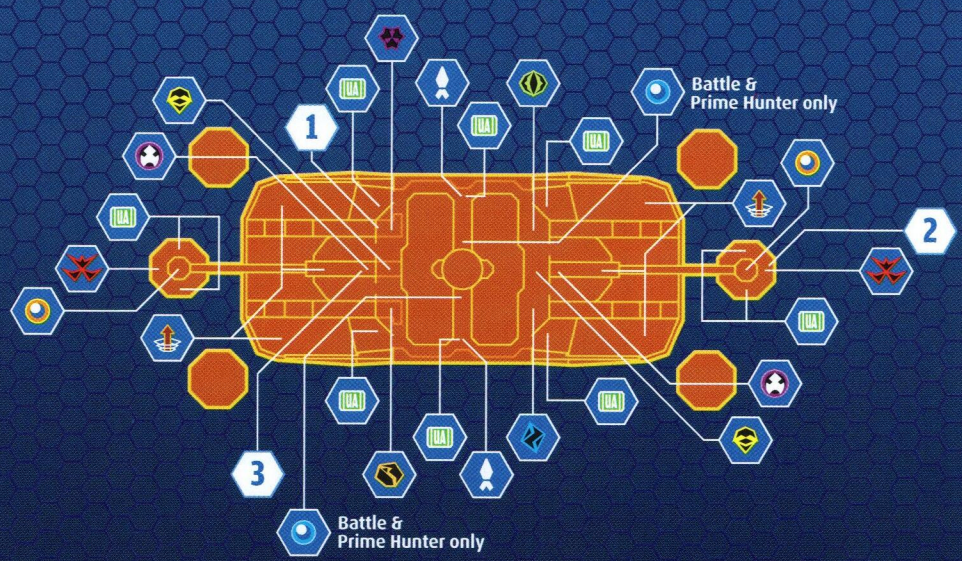
Unlike other hunters, Spire doesn't need jump beams to reach many high locations. His alt-form's climbing ability gives him an advantage in the race for Octoliths.

DEFENDER • NODES

SYLUX

In a one-on-one battle for a ring, you can't do better than having Sylux on your side. The hunter's alt-form's tripwire bombs are great for surprising rivals as they cross the veiled doorways.

BATTLE • SURVIVAL • PRIME HUNTER

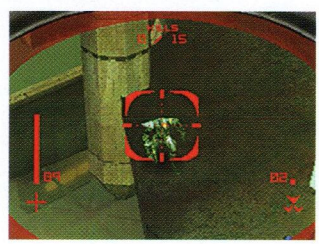


1 VISUAL COVER

By standing close to one of the arena's many energy-field-masked passages, you can see approaching opponents but they can't see you. Your shots will give your location away, but you'll get a few hits in before your target has time to react.

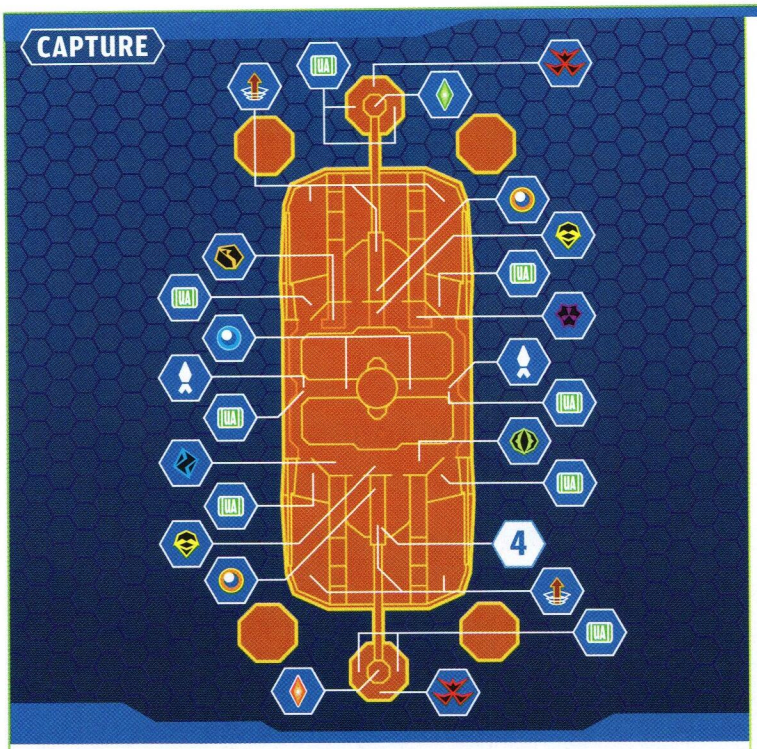
2 IN YOUR SIGHTS

The Harvester arena is built for sniping. Grab the Imperialist item at either end of the arena, then plant yourself on a high lookout point and wait for other hunters to come within range. The best places to wait are in sight of the paths to power-ups.



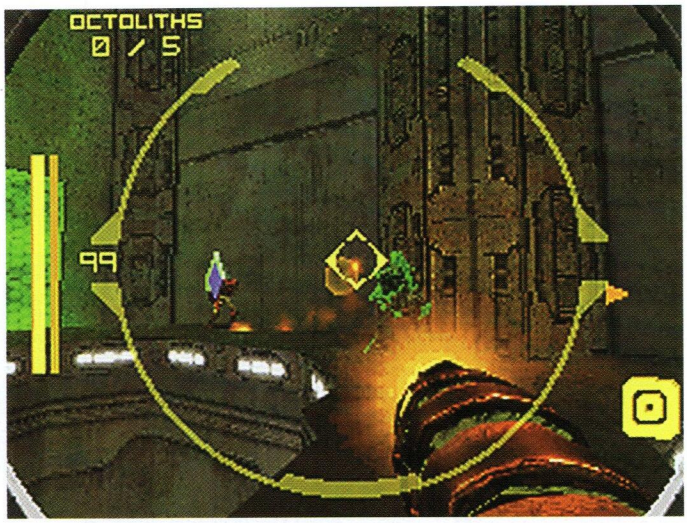
3 HIGHWIRE ACT

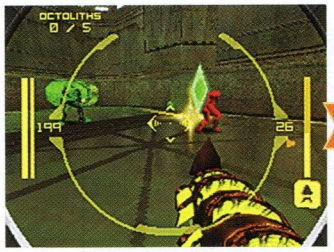
By exploring the arena's upper reaches, you can collect a cloaking item, spy on your fellow hunters, and travel long distances without coming under fire. Beam up to one of the Imperialist nests, run off the ledge, and jump in midair onto a girder. From there, climb to the top.

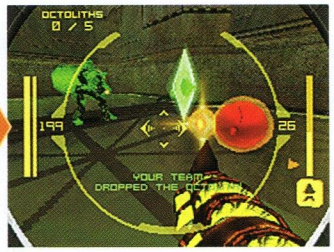


PARTNER UP

It's a long way between Octoliths in Capture mode. Rather than having one member of your team defend your Octolith while the other one goes after the enemy's property, go with your partner to the other side. If the hunter who grabbed the enemy's Octolith is injured, have him drop the item by rolling into his alt-form. That will allow the partner hunter to grab the item and lug it the rest of the way home. Be careful—at the moment the Octolith is unattended, an enemy hunter can swoop down and steal it.

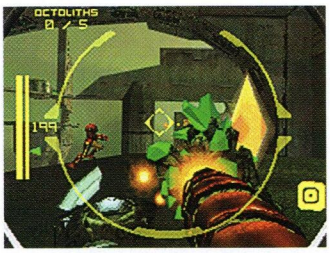


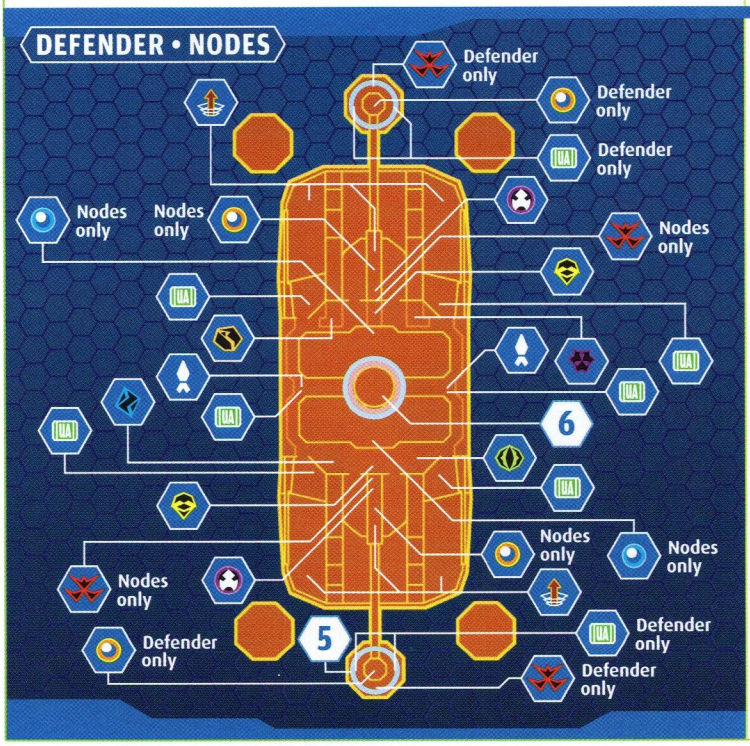




4 PRIME POSITIONS

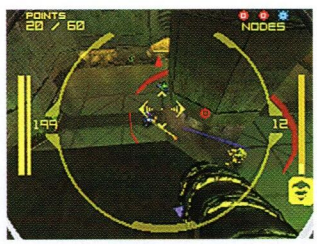
Hunters on the way to your Octolith will likely gravitate toward the upper-level jump beam to reach your nest. By waiting at that crucial juncture and keeping your foes from jumping, you can protect your prized possession.





5 END NODES

In three- and four-hunter Nodes battles, there are node rings at either end of the arena. Since the rings are far apart, you have a good chance of taking one of them over without having to fight other hunters for it.

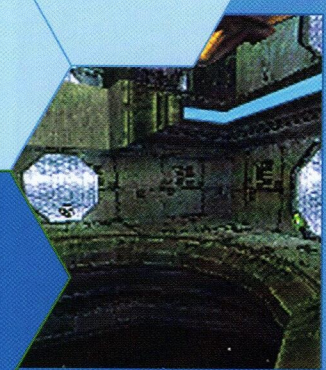


6 DANGER ZONE

The middle node ring is activated in two- and four-hunter Nodes contests. It's tricky to secure the area, as hunters tend to converge at the ring's central location. But once you have it, you should be able to hold onto it for quite a while, especially in four-hunter fights—your opponents will defeat each other while going for the ring.

WEAPONS COMPLEX

It's easy to get lost in the corridors of the Weapons Complex. Keep your eyes peeled for surprise attacks from the corners.



ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

NOXUS

The Weapons Complex's hallways are just the right width for Noxus's Vhoscythe alt-form, allowing him to make wide slashes at opponents who have the misfortune to cross his path.

CAPTURE

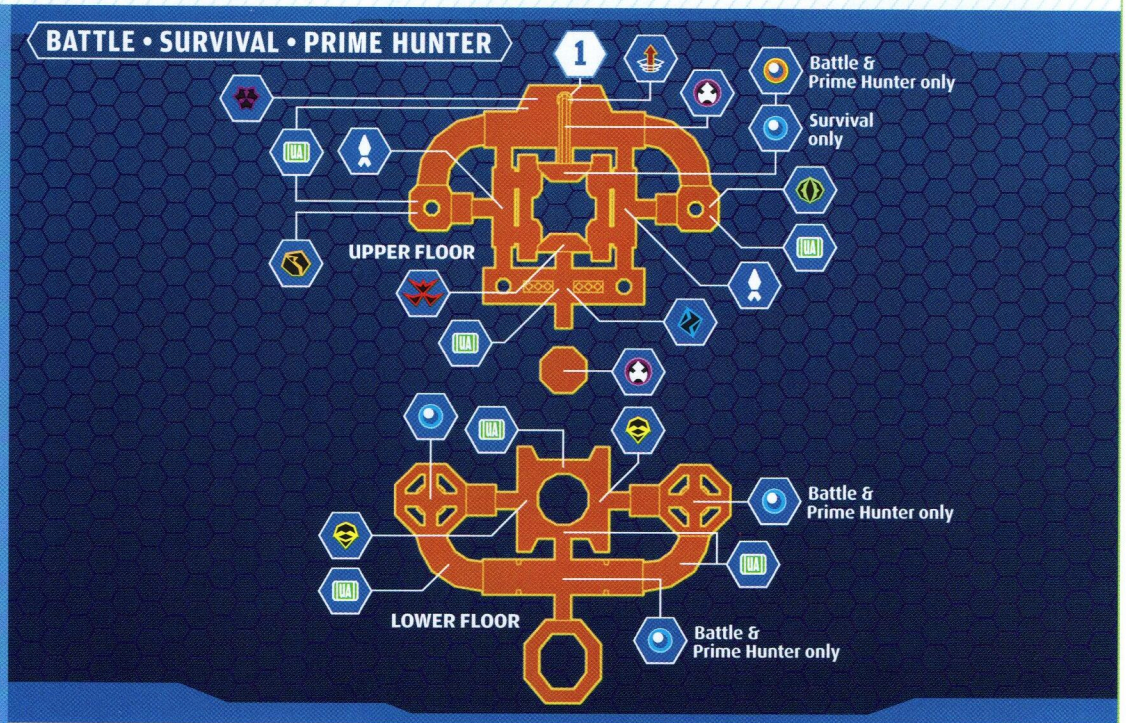
SYLUX

Any hunter who tries to get close to an Octolith-carrying Sylux will be zapped by the Shock Coil and lose energy steadily.

DEFENDER • NODES

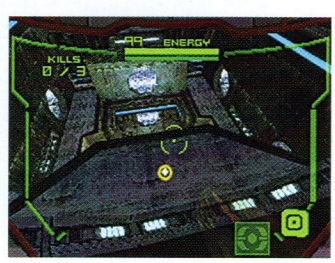
SPIRE

The area's node rings are on small platforms. By using his spinning attack in his Dialanche alt-form, Spire can knock opponents off the platforms and into space.



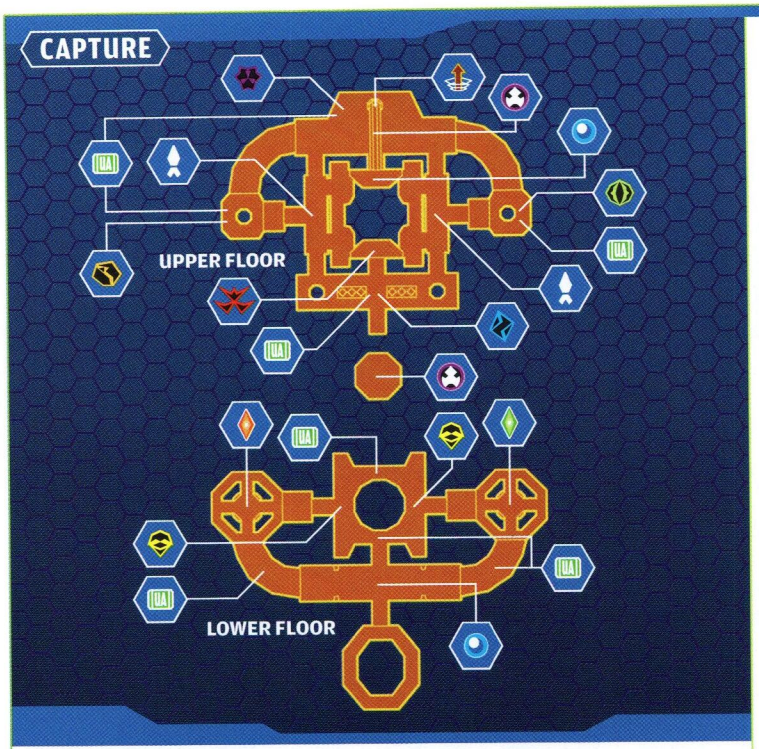
1 HUNTER CANNONBALL

The only way to approach the jump beam that feeds into a wide hanging tube is to roll into your alt-form. After you blast off from the pad, you'll land in a horizontal tunnel, collect a Cloaking item, and end up on a sniper's perch that holds a Large Energy, giving you all you need to cause havoc for the hunters below you.



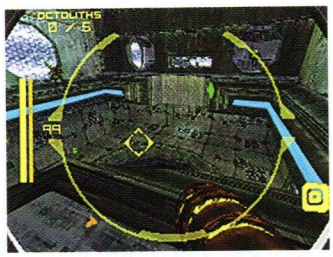
FOLLOW FRINGES

The outer edges of the space station are good locations to explore if you're low on health or weapons. You'll find both on platforms and walkways in the outskirts, as well as a little peace and quiet, even in four-hunter matches.



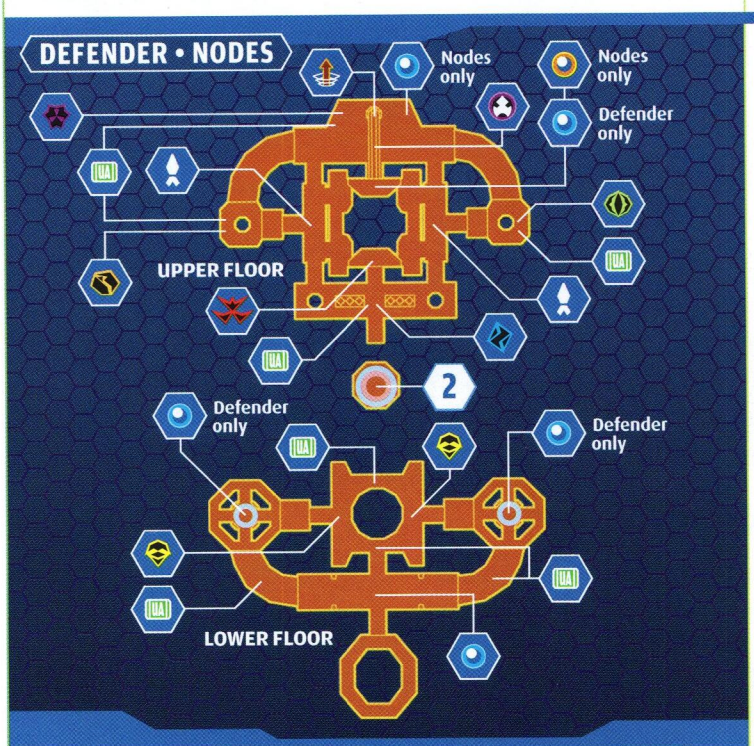
REACH FOR THE STARS

The arena's top floor is inaccessible by conventional routes, but if you lose all of your energy or drop into space, you may respawn there, giving you access to power-ups and a great view of the Octoliths.



SHORT HAUL

The route between Octoliths is short and crowded, especially in four-hunter battles. Go out of your way to pick up energy power-ups, and prepare for an intense battle.



ENTER THE RINGS

When attacking the two rings that are protected by pillars, move close, strafe around the perimeters, and use the pillars for cover. Missiles are effective for knocking hunters off the platforms. When attacking the ring in the tube (three- and four-hunter matches only), use the visual cover of the veiled doorways.

2 STAY GROUNDED

In three- and four-hunter fights, a ring node will appear in a space tube. If you jump while hacking, you'll grab too much air and lose your connection. You'll also run the risk of being pushed into space by a hard hit.

SMALL MOVES

While acquiring a node ring, roll into your alt-form to become a small target for attackers. If you're in a ring surrounded by pillars, use them as shields.

COUNCIL CHAMBER

The rugged landscape of the Council Chamber is host to many a tough battle. The better you know the area, the better you'll do.

ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

SPIRE

Spire is at home in the Council Chamber. He can traverse the lava section without taking damage, and he can climb the rock walls in his Dialanche alt-form.

CAPTURE • BOUNTY

SYLUX

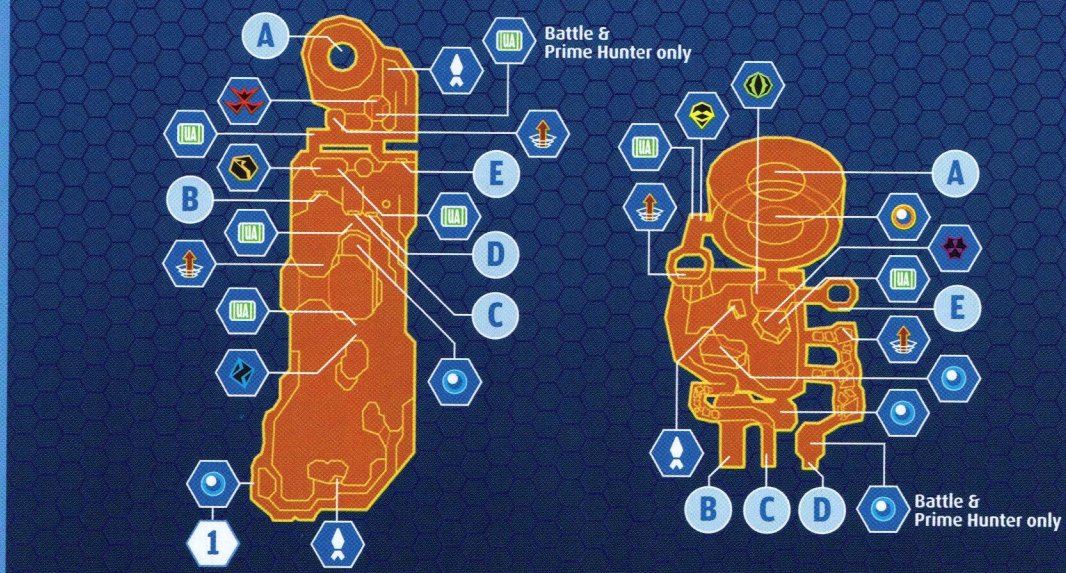
A Shock Coil power-up lies in the main path between the Octoliths, allowing Sylux to grab the energy-boosting affinity weapon with little effort.

DEFENDER • NODES

WEAVEL

There are three rings close to each other, allowing Weavel to protect one with his Halfturret while he hacks the others. The Halfturret offers double protection in Defender mode.

BATTLE • SURVIVAL • PRIME HUNTER



EVERYBODY'S GOT THEIR SOMETHING

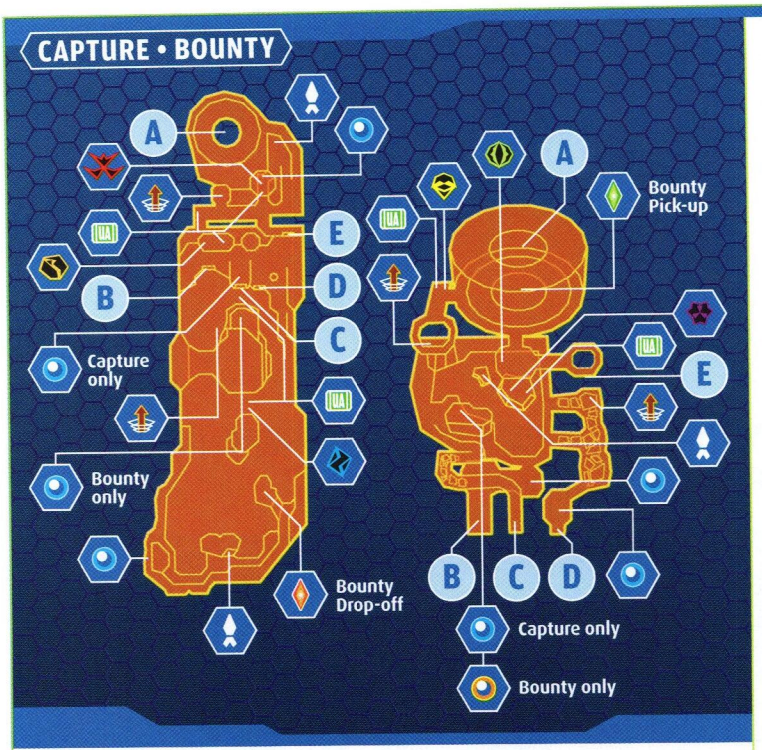
The affinity weapons are not universally powerful in the Council Chamber arena. Each one gives an advantage to the hunter who has an affinity for it. Be sure to grab the weapons that are associated with your opponents to keep them from gaining a weapon advantage.

UNDERGROUND TACTICS

There are several ways to reach the inner workings of the hillside structure. If you approach from above, blast the enemies below before you drop. Grab the items in the lava pools and fire at your foes using the visual cover of veiled doorways.

1 GREET VISITORS

The area that has four doorways, each leading to the hillside interior, gets a lot of traffic. Park yourself on the rock tower that generates a Large Energy, and fire at enemies as they enter and exit the structure. If you are desperately low on health, duck into the building to get the power-up.

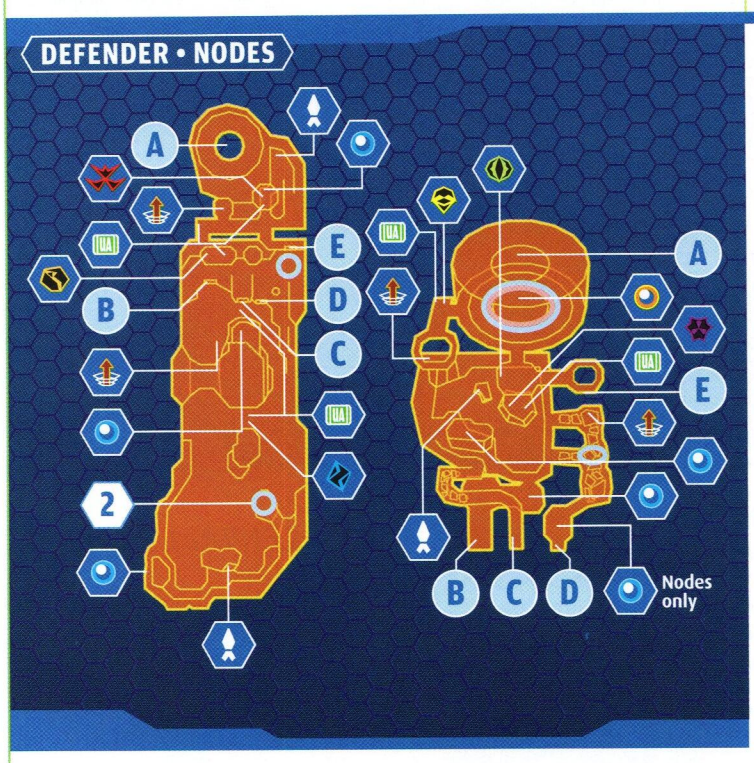


GET GREEN FROM ABOVE OR BELOW

There are two basic ways to approach the green Octolith: Spring up outside of the hillside structure then enter and drop into the Octolith's room, or enter from ground level and run through the maze. The latter route has the advantage of holding several power-ups. If you're attacking the Octolith, mix up your approach methods to keep your enemies guessing.

GREEN-TEAM CATACOMB

The huge structure that houses the green Octolith has several entrances, many paths, and a collection of rooms that are great for biding one's time. Get to know the area well so you can find interlopers easily.



2 FARAWAY NODE

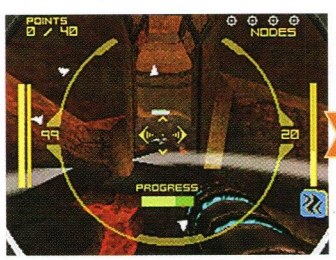
The node ring on a bluff outside of the hillside structure is active no matter how many participants there are. You can reach it by running around a winding path or by climbing the bluff using Spire's alt-form. Once you have it, you'll likely keep it for a while—it is far away from the arena's main paths.

A QUICK DEFENSE

You can reach the Defender ring from your spawn point in a few seconds, which means that the battle for the ring will be a constant struggle. Take one of two jump beams to the upper portion of the hillside structure, and enter using the top door. Work your way around to another jump beam and fly to the lip of a huge hole. Drop, but jump before you land to soften your fall. You'll end up inside the Defender ring, ready to rock your opponents.

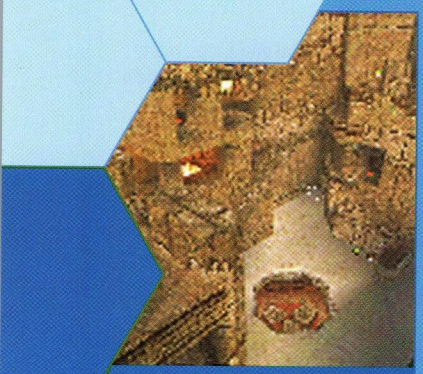
RING ROUTE

In a four-hunter battle, you'll find three node rings that are reachable by way of a simple circuit. Enter the hillside structure from the ground level, and hack into the first ring. Take the jump beam nearby to the upper level, step outside, and take another ring. Go inside again, turn left, and find the last of the three rings in the large round chamber.



ELDER PASSAGE

An outdoor area loaded with sniper nests and a passage-packed interior give you plenty of ways to play.



ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

WEAVEL

Opposing hunters can be difficult to pick out in Elder Passage's open chamber. Place Weavel's Halfturret on a ledge and watch the direction that it fires to see where the enemies are.

CAPTURE • BOUNTY

NOXUS

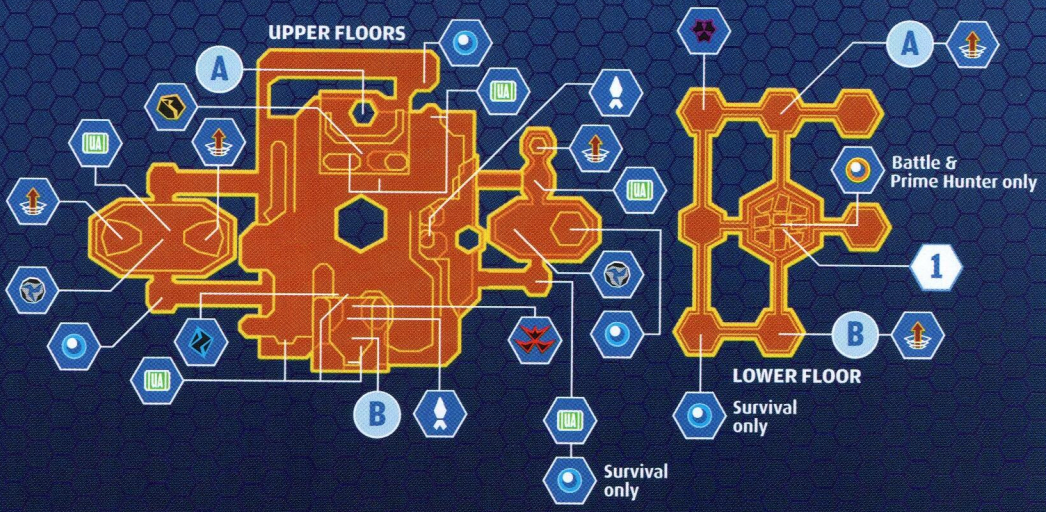
Noxus's bouncing Judicator is a great weapon to use for getting foes out of hiding places. His freezing beam will stop hunters who try to make off with your Octolith.

NODES

SPIRE

By lobbing Magmaul shots from a ledge, Spire can clear the node rings, then claim them for his own.

BATTLE • SURVIVAL • PRIME HUNTER

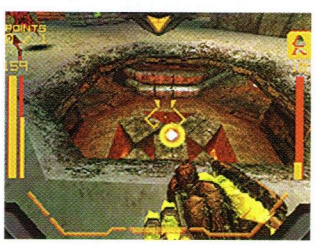


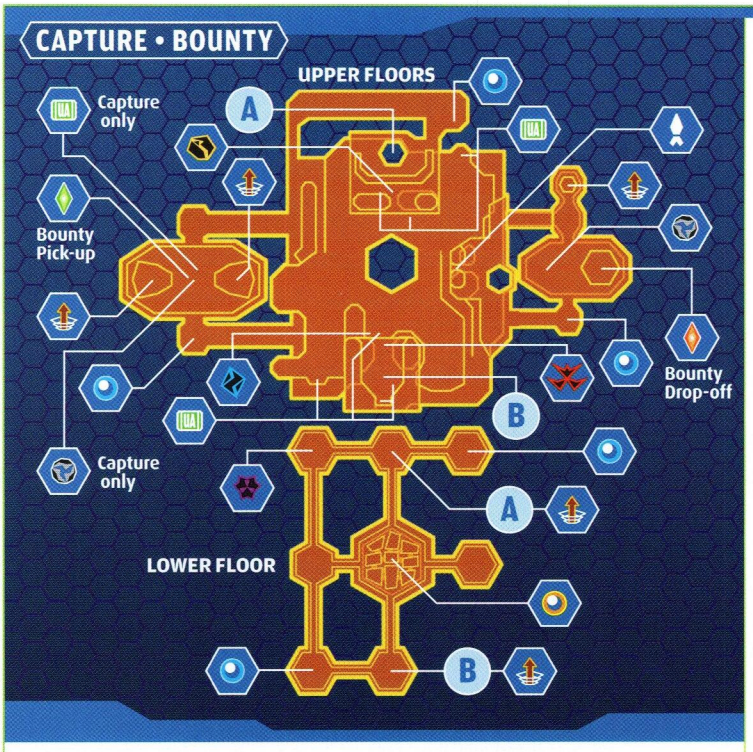
USING THE SIDE ROOMS

The biggest difference between the Elder Passage and High Ground arenas is that the Elder Passage arena has alcoves that contain energy power-ups and other useful items. Duck into one of the side rooms for a boost and to get away from the main battle. On your way out of a side room, stop at the veiled doorway and examine the outside area to make sure no one is waiting to fire on you as soon as you show yourself.

1 CENTRAL ENERGY

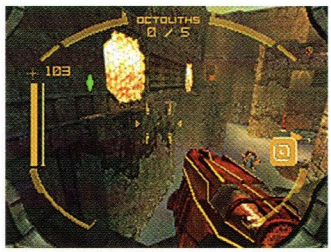
The hole in the center of the arena houses a Large Energy. It's easily accessible from several sniper points. If you're low on energy, drop into the hole and collect the item, then go back into hiding as soon as you can. While sniping, keep an eye on the area to pick off enemies who are trying to grab the power-up.

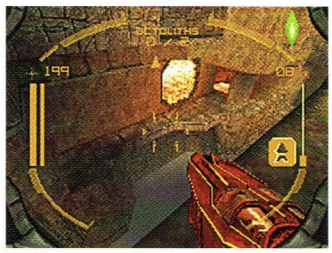




CHOOSE YOUR PATH

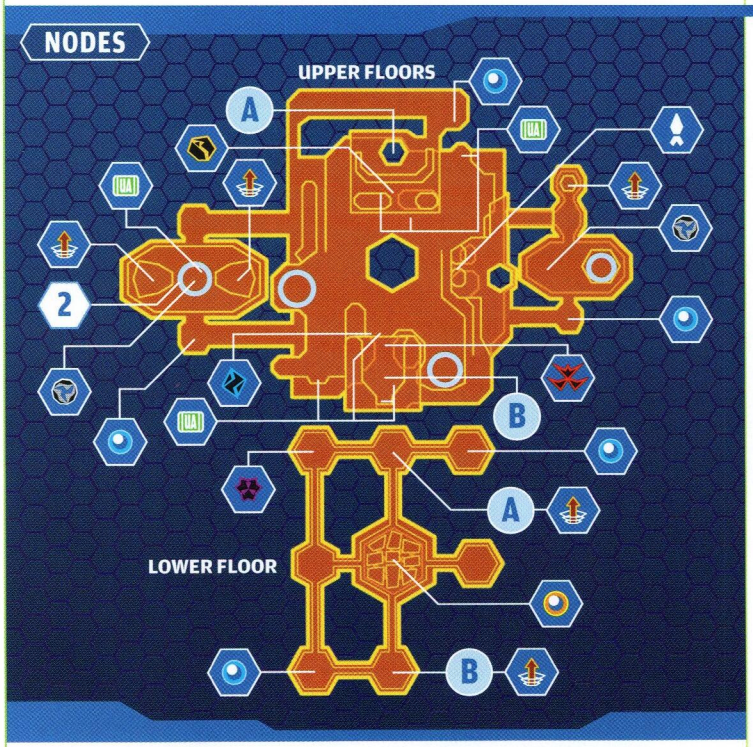
The environment offers several ways to travel between Octoliths. The side route gives you more cover than the open path between buildings, but it takes time to run up and down inclines and through rooms. The route through the arena's upper section takes even more time to traverse, but taking it may throw off enemies who are looking for you in the shorter passage.





TOP-TIER PROTECTION

There are holes above both Octoliths, giving you places to pick up power-ups and wait for enemies. When an intruder approaches, fire on him from the hole before he can latch onto your Octolith, or drop into the hole then blast.



ABOVE AND BEYOND

Above two of the arena's four node rings (some of which do not appear in two- and three-hunter matches) are alcoves from which you can look down on the rings and wait for enemies. Collect power-ups in the alcoves, then either clear the way for your own node takeover, or protect the node from enemies.

FIRE IN THE HOLE

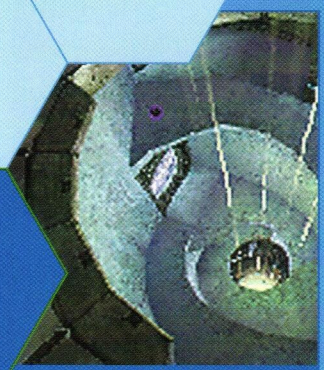
A lobbing-shot weapon such as the Magmaul, or a bouncing-shot weapon such as the Judicator, is your weapon of choice for situations in which you are firing down on a node in an enclosed area.

2 IN AND UP

The node ring that is deep within the Elder Passage interior is adjacent to a jump beam. As soon as you gain control of the node, use the beam to get up and out of sight. You'll find a passage that gives you access to the main area.

FUEL STACK

At the heart of the vertical Fuel Stack arena is a hunter-lifting beam. Don't ride it all the way to the top, or you'll get burned.



ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

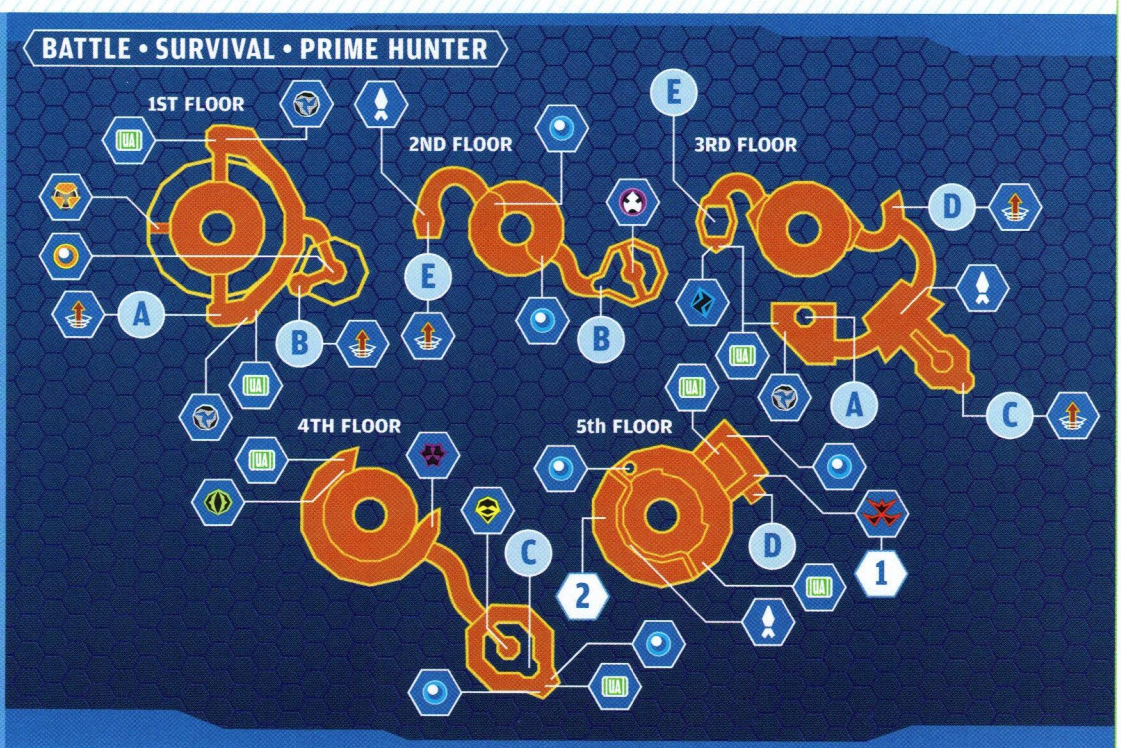
TRACE

A sniper nest and an Imperialist pickup give Trace the advantage in the Fuel Stack arena. Additionally, his Triskelion alt-form has a good lunging attack for the narrow hallways.

NODES

WEAVEL

There's a lot of space between node rings. If you have any hope of defending two rings at once, you'll need Weavel on your side. Station his Halfturret on one node and the rest of his body on a second node.



DANGEROUS LIFT

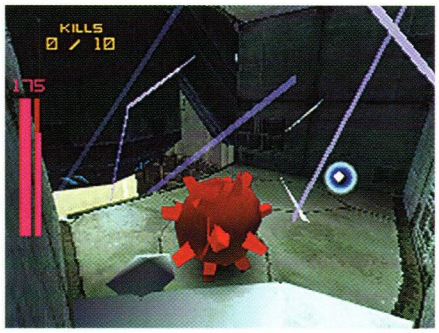
The beam that runs from the bottom of the arena to the top will lift you as long as you stay on it. If you ride it to its highest point, though, you'll hit the roof and perish immediately.

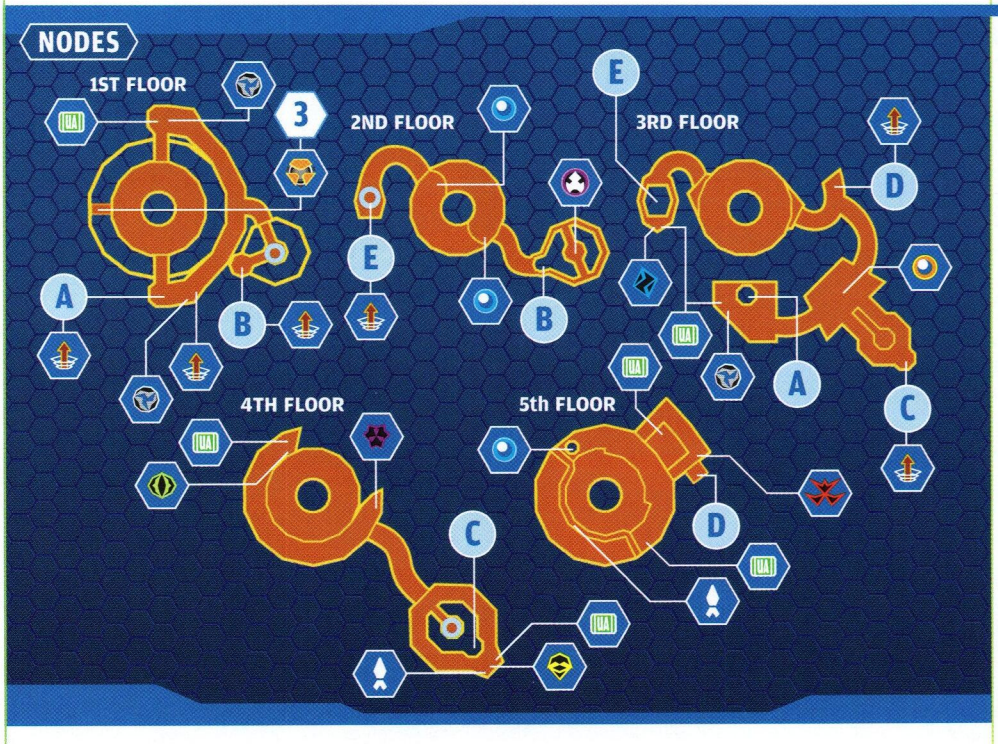
1 FLY TO THE NEST

At the top of the station's elevator beam, you'll find a sniper's nest that holds an Imperialist weapon. Look straight up on your way to the top of the beam. You'll see three supports near the source of the light. The nest is where the fourth support would be. Move toward the nest as you float up, and let your momentum carry you to the ledge as you escape the beam. If you don't have enough height, jump in midair to reach the ledge.

2 SMOKE OUT THE SNIPER

Grab the Judicator and position yourself on the ledge at point 2; the sniper can't hit you from there. Aim at the nest and fire. The shots will bounce around the little alcove and either hit the sniper or inspire him to jump out of the nest.





FROM THE BOTTOM UP

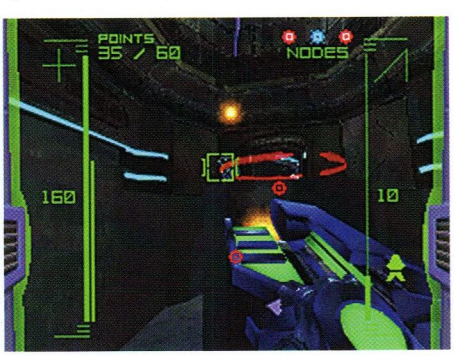
All of the Fuel Stack arena's node rings are near the bottom of the space station. Secure the lowest node first, then work your way to the higher ones. There's no need to ride the beam up to the higher levels unless you are after power-ups. (Keep in mind that time wasted collecting power-ups will give your opponents more time to take over your nodes.)

3 DOUBLE DOMINATION

As good as a Double Damage item is to have in a free-for-all battle, it's an even better find in a fight for nodes, where quick elimination of a foe is crucial for victory. You'll find a Double Damage item on a ledge under the source of the elevator beam. Drop into the shaft, then jump in midair to get it.

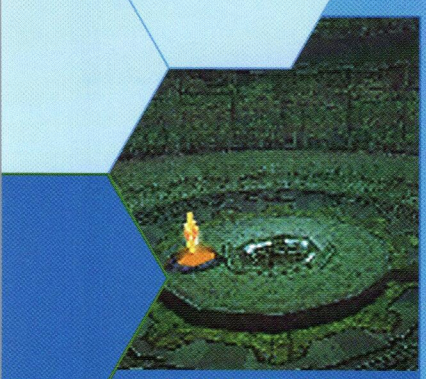
ATTACK FROM ABOVE AND BELOW NODES

The lowest of the arena's three nodes are easy to approach from ledges situated above them (pictured). Fire on your enemies from the ledges before you drop to take over the nodes. You'll discover a jump beam below the highest node. Use it to approach the target and surprise any hunters who are parked on the node.



FAULT LINE

Multiple levels and a lot of jump beams make the huge Fault Line arena easy to navigate.



ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

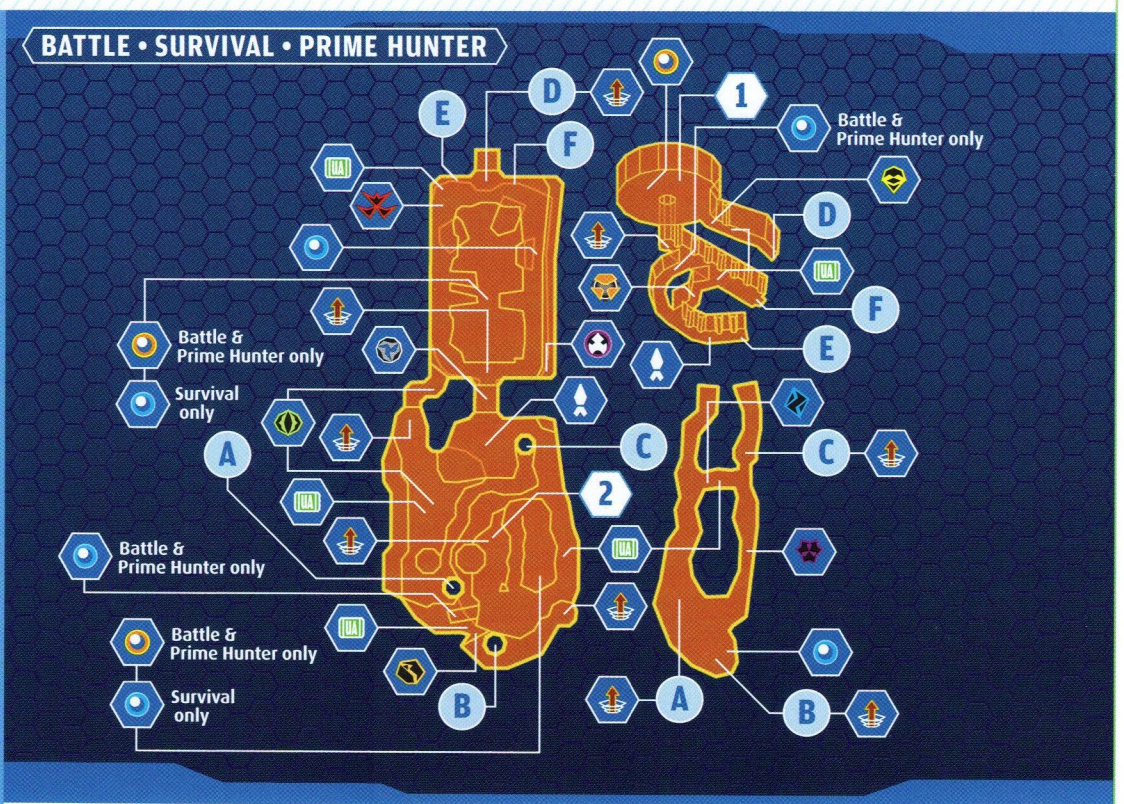
SAMUS

You can never go wrong by picking Samus as your hunter. Her Morph Ball alt-form is fast and simple to maneuver (good for hallways), and her charged missiles seek targets (good for open areas).

CAPTURE • BOUNTY

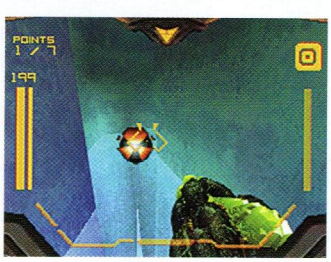
TRACE

A large open area with lots of ledges suits Trace's sniper skills, especially when there are Imperialist and Cloaking upgrades available.



1 ROUND ROOM TACTICS

The difference between the Fault Line and Subterranean arenas is that Fault Line has an extra room. Hunters will have a heyday in their alt-forms while fighting in the room's open space. Use Weavel's Halfturret to pick off one foe as you pounce on another one. Have Sylux's Lockjaw set up a tripwire across the arena's center hole, and wait for hunters to beam up through the hole. Alternatively, use Samus's Morph Ball to wreak havoc with speed boosts and bombs. A Double Damage item that generates near the Fault Line-exclusive room will give you an advantage. In the hall below the room, use the pillars for cover.

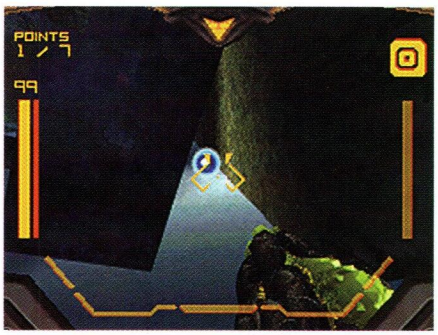


OUT-OF-THE-WAY INVISIBILITY

The upper ledge on the side of the main room holds a Cloaking device. You can get up to it by using a jump beam on one side, or by way of a lower ledge on the other side. You'll gain access to the lower ledge by coming from the round room. Once you get the item, move and shoot, always keeping your enemies guessing.

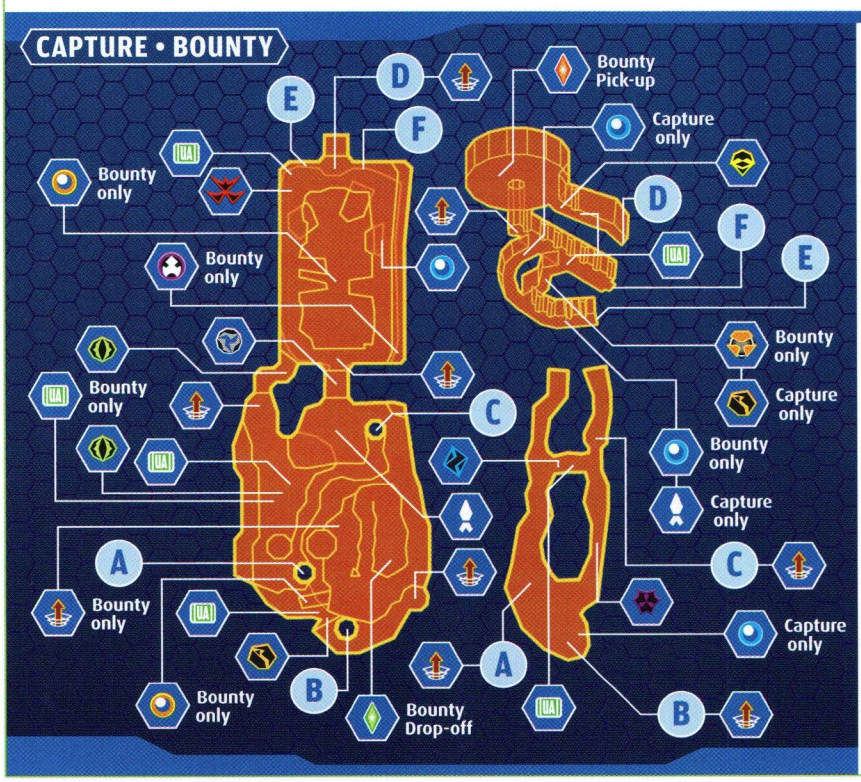
KEEP IN GOOD HEALTH

The Fault Line arena is loaded with energy power-ups of all sizes. Memorize their locations and collect them regularly, both to keep your own hunter healthy and to stop other hunters from boosting their own health.



2 QUICK GETAWAY

If you need to escape from the arena's lower recesses, hop onto the jump beam at point 2 on the map. Leap at the peak of your trajectory to access an area that holds a Large Energy in four-player games.



DIVIDE AND CAPTURE

The Fault Line arena is huge. When teaming up in a Capture game, split from your partner so the two of you can cover more ground while seeking enemies.

HUB HAVOC

To get from one base to the other, every hunter has to cross through the central room. Wait in the room's upper reaches for enemies to pass, then surprise them with sniper attacks.

STASIS BUNKER

With complex paths and multiple levels, the Stasis Bunker is a tight, tough maze. Commit the layout to memory.

ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

SAMUS

Speed and exceptional maneuverability are great qualities to have in the twisting corridors of the Stasis Bunker arena, and Samus's Morph Ball form ranks high in both categories.

CAPTURE

NOXUS

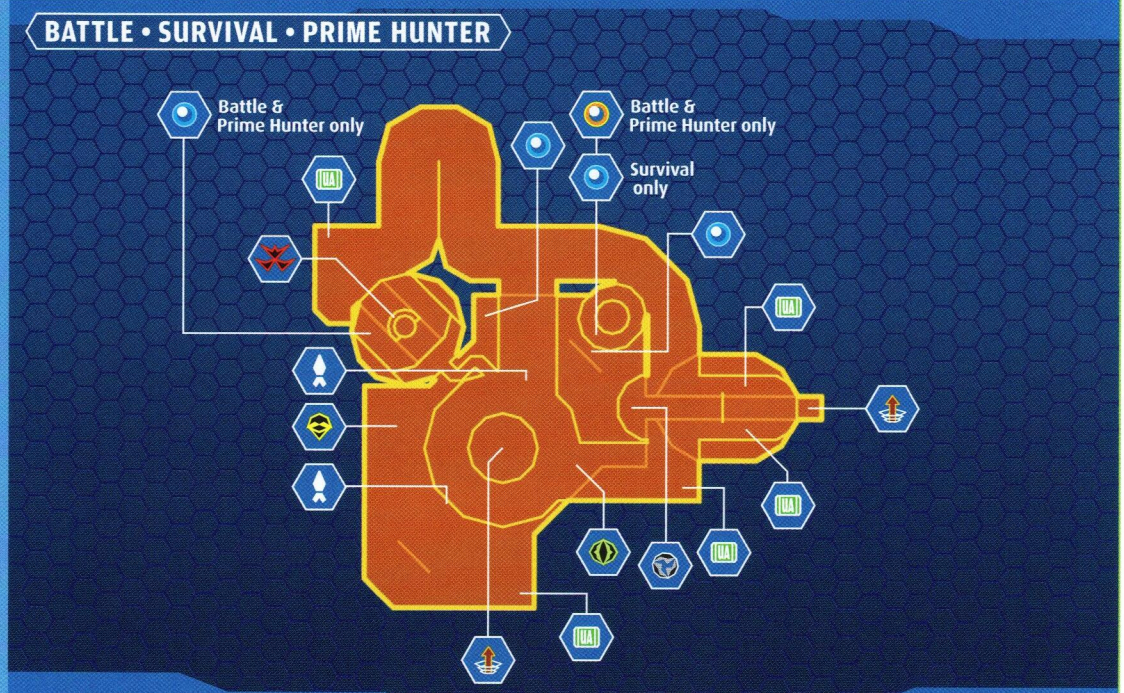
Noxus's Vhoscythe alt-form cuts through foes quickly, making the Vhozon hunter a great choice for Octolith defense in the arena's tight spots.

DEFENDER • NODES

KANDEN

The Volt Driver's charged aerobomb is slow to reach its destination, but when it hits, it hits hard. Hunters waiting to claim nodes are good stationary targets for the ultra-powerful shot.

BATTLE • SURVIVAL • PRIME HUNTER



DEFEAT THE WEAK

You'll find a well-protected ledge above the Large Energy. Wait on the ledge for hunters in need of an energy fill-up to appear, then blast them before they can grab the item. Between fights, use the regenerating power-up to keep your energy maxed out.

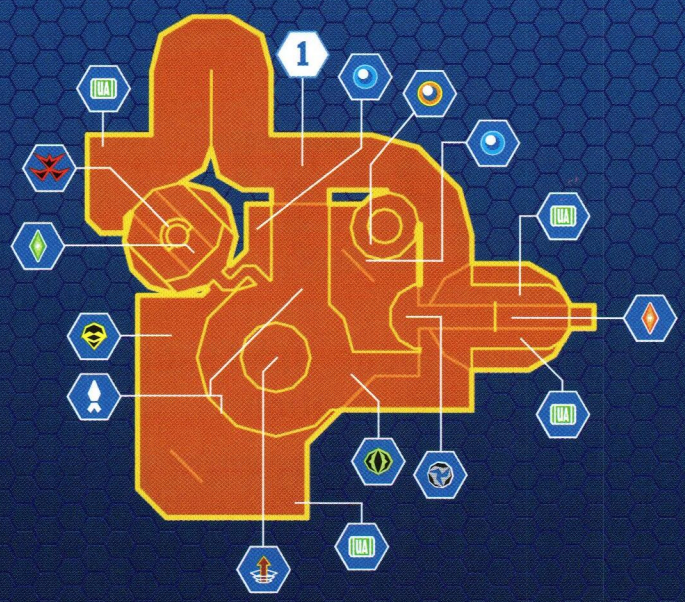
RUN TO PROTECTION

Several freestanding barriers afford you great protection in a one-on-one battle. If another hunter has you on the run, head for the closest barrier, and use the cover to turn the tables on your pursuer. A few good hits are all you need to transform from prey to predator.

SMOKE 'EM OUT

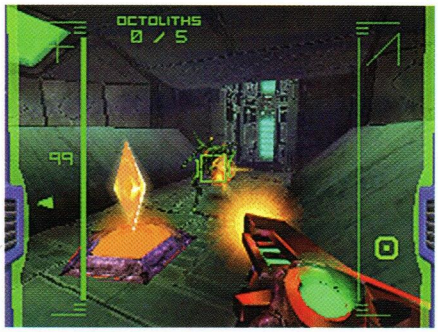
If you're going up against a hunter who likes to hide behind barriers, your best weapon is the Battlehammer. Use it to lob rapid-fire shots over the barriers and make your enemy run out into the open. Once your foe is exposed, use any method you wish to finish him off.

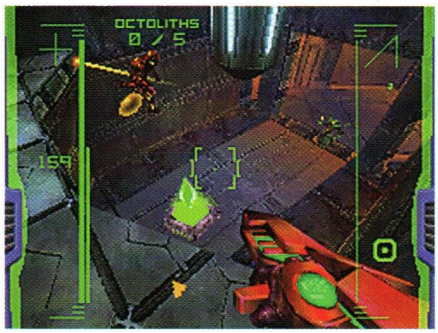
CAPTURE



TWO WAYS IN, ONE WAY OUT

There are clear, open routes to each Octolith from the arena's main room, as well as shortcuts that lead, one way, from the main room to the Octoliths. You can't use either shortcut to go from an Octolith back to the main room. Your best route is to use a shortcut to an Octolith, then the main path to get back to the central room.





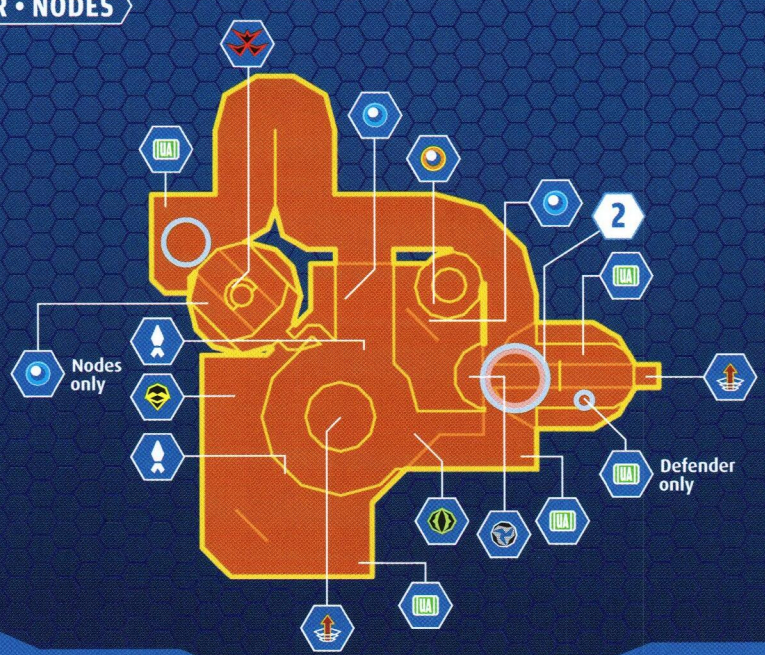
OFFENSE IS THE BEST DEFENSE FOR THE RED TEAM

The orange Octolith is more difficult to defend than the green Octolith. If you're on the red team, you'll have a better chance for a victory if you give up on defense and put all of your resources toward grabbing the green Octolith, making it so the green team can't score. Once you have the green prize, hunt down the opponent who is in possession of your own Octolith.

1 GREEN SPLIT

On a two-player green team, have one of the hunters go on offense, picking up power-ups on his way to the orange Octolith. The other teammate should patrol the intersection at point 1 on the map, picking off foes on his way to the green Octolith. When the first hunter returns with the orange Octolith, have him go to point 1, while the other hunter goes on a run for the next Octolith. That way, both members of your team will have a chance to grab power-ups.

DEFENDER • NODES

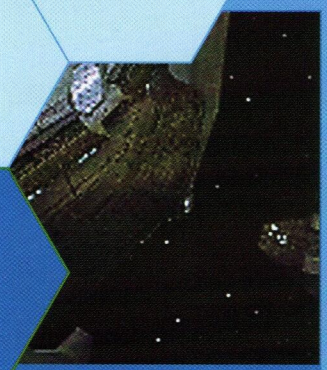


2 VEILED APPROACH

The upper-level node ring at point 2 is surrounded by hazy energy fields. As you approach the room, fire on the occupants from the other side of one of the fields. Your targets won't see you as well as you see them. When the room is clear, claim the ring unopposed.

HEAD SHOT

A space station with a uniform layout, Head Shot gives equal treatment to all node and Octolith locations.



ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

KANDEN

Alt-forms play a key role in accessing all of the Head Shot arena's locations, and Kanden's Stinglarva is one of the easiest to maneuver. Also, his charged Volt Driver seeks foes—a perfect fit for the arena's open spaces.

CAPTURE

SAMUS

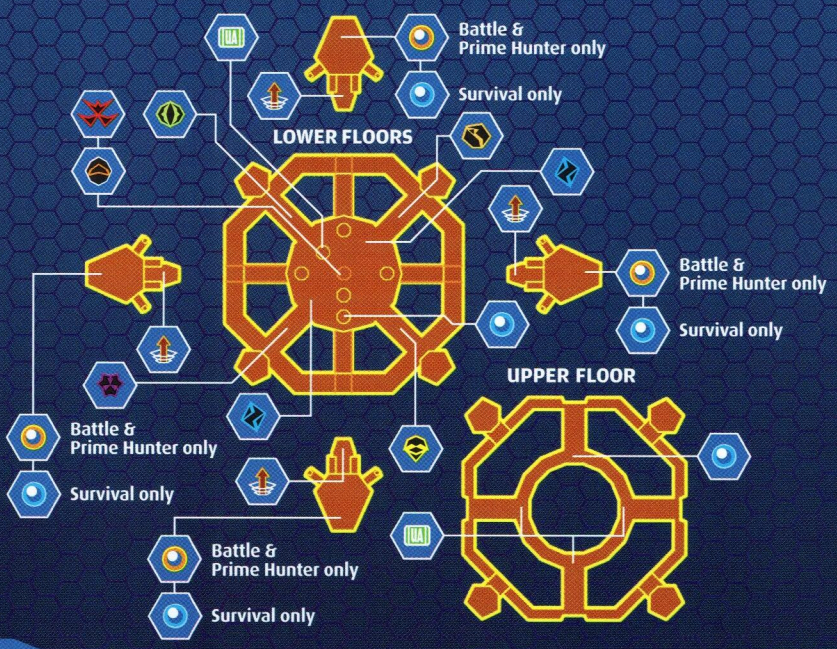
The capture-mode bases are on floating platforms. Samus's charged homing missiles allow you to shoot accurately while you're in midair on your way to them.

NODES

SYLUX

Sylux doesn't need the jump beams to reach Head Shot's node rings in alt-form. Three bombs placed rapidly while Sylux moves will propel the hunter across the gap.

BATTLE • SURVIVAL • PRIME HUNTER

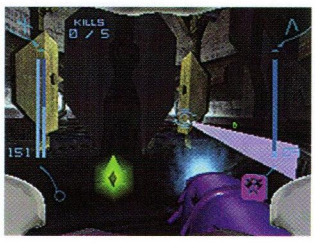


TAKE ON YOUR FOES ONE AT A TIME

A wealth of energy power-ups means that you and your opponents will be able to live long in battle. Collect the items when your health dips—your opponents will attempt to do the same—and stick to one foe until you've defeated him. If you keep him busy enough, he may not have a chance to collect enough power-ups to sustain himself.

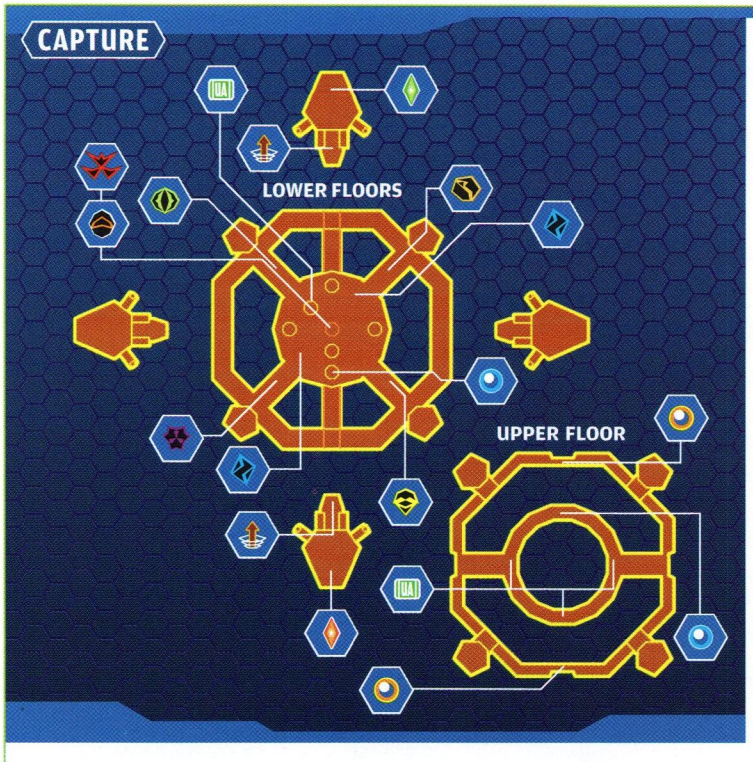
UNIVERSAL AMMO

As soon as the battle begins, climb to the top of the arena and collect Universal Ammunition power-ups that are worth 20 ammo units instead of the usual 10.



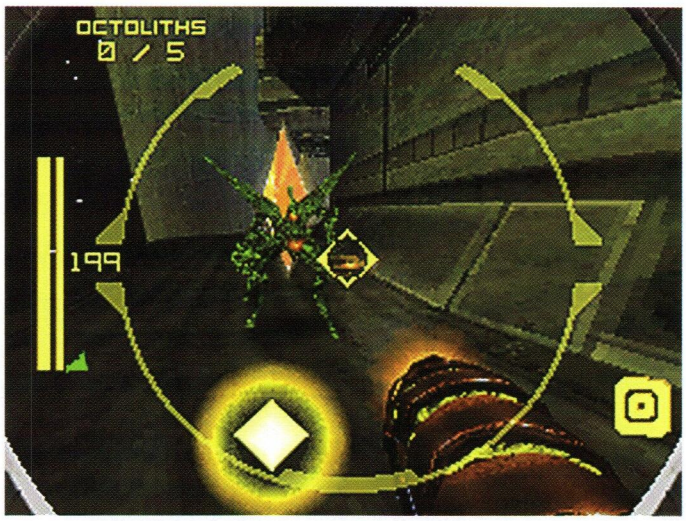
DRAIN ESCAPE

If you're low on energy and an enemy has you in his sights, drop into the middle hole of the main room, then scurry into one of several holes in your alt-form to shake off your pursuers. Finally, head for an outpost and an energy power-up.



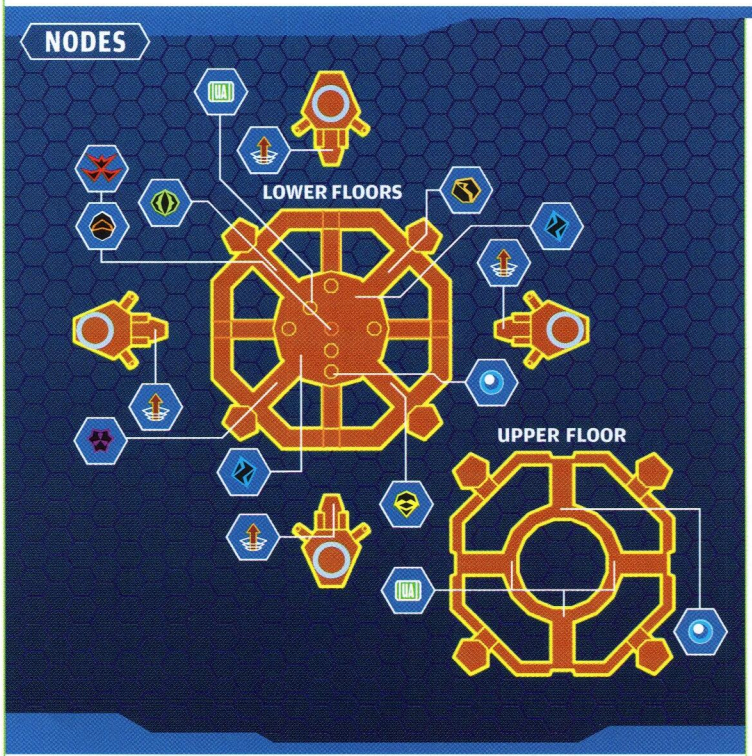
A HEALTHY DEFENSE

On a two-person Capture-mode team, have one of the hunters defend the base, collecting the Large Energy power-up on the ledge near your base whenever it regenerates. Not only will the hunter stay healthy, but he'll keep foes in the area from grabbing the item.



ONE WAY OUT, ANOTHER WAY IN

The fastest way to the opposing base is through the hole in the center of the arena. When you reach the bottom room, roll into your alt-form, line up with the arrow that points to the other team's base, and take a jump beam to the outskirts. However, because you will drop the Octolith if you go into your alt-form, you won't be able to return to your base the same way. Jump to the station's exterior ledge, run around the perimeter, then leap to your base. If you collected the Death Alt item in the bottom room, don't collect the Octolith right away. Go after your enemies instead.



PROS AND CONS FOR TWO PATHS

There are two ways to get to every node ring. You can fall through the hole in the center of the room, then beam to a node ring from the bottom room in alt-form, or you can take a long space jump from the space station's outer ledge. The former method takes less time and gives you the opportunity to collect useful items, such as the Death Alt power-up that occasionally shows up in the bottom room. The latter method is a little slower, but it affords you a good view of any node before you jump to it. That way, you can take over unpopulated nodes, then rack up points while you go after the more-contested ones.

STICK TO THE GROUND

The node rings are located in a low-gravity environment. If you jump while you're attempting to acquire a node, or if you're elevated by a bomb blast, you'll lose your connection.

CELESTIAL GATEWAY

Though Celestial Gateway has three large floors, hunters will converge on a few key areas, making battles extremely intense.

ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

SYLUX

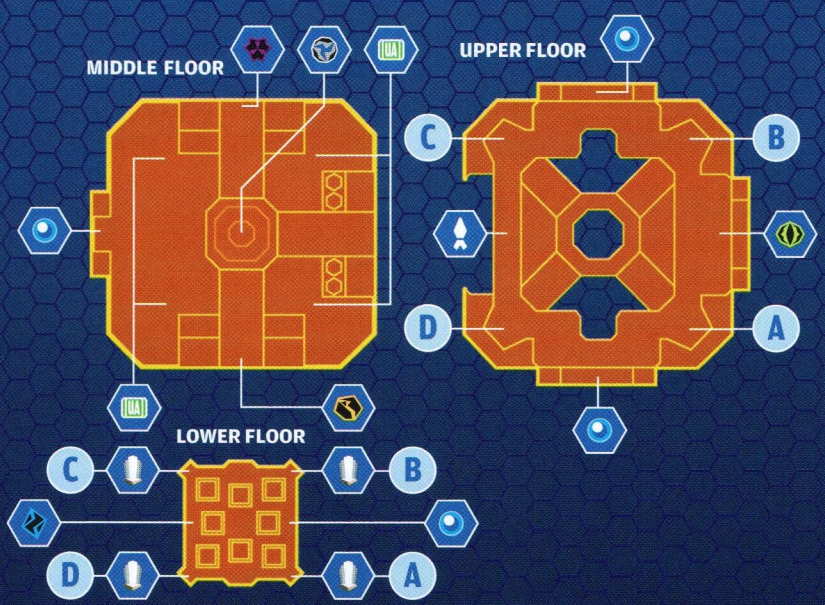
Sylux is always a good choice when the Shock Coil is available. The fact that the hunter can zap the closest foes without aiming at them means Sylux has an immediate advantage.

DEFENDER • NODES

SPIRE

Spire's Dialanche alt-form is great at knocking other hunters out of small node rings, such as the ones in the Celestial Gateway.

BATTLE • SURVIVAL • PRIME HUNTER

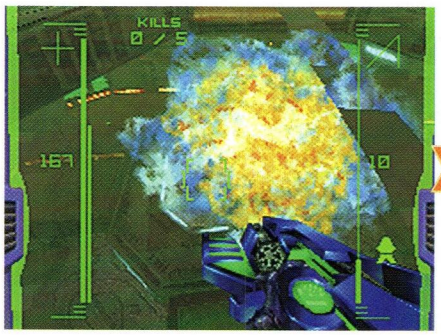


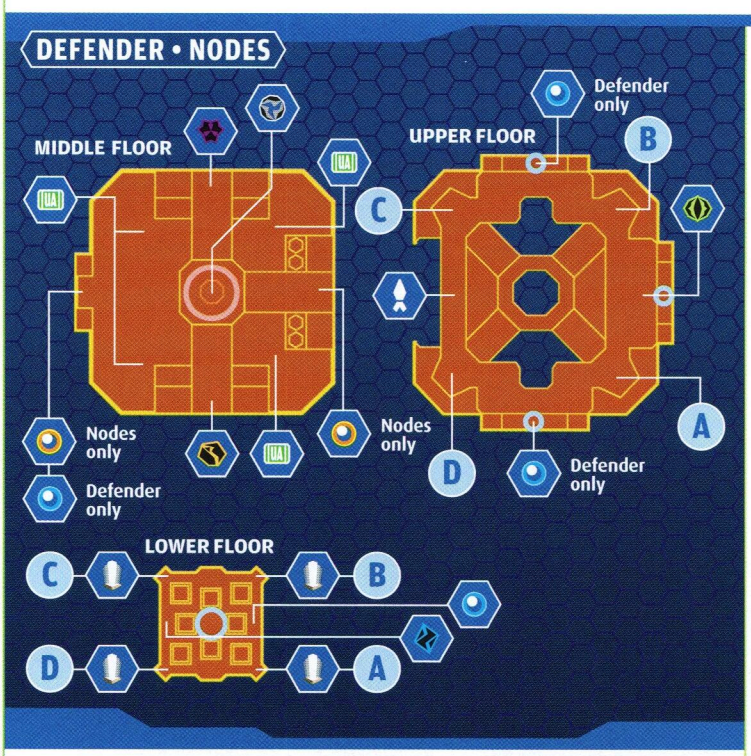
HAMMER TIME

Use your hunter's alt-form to squeeze into the arena's lowest level, then hop into one of four portals to teleport to the top level. You'll find a Battle-hammer there. Grab the weapon, and use it to lob shots at the hunters on the main floor.

BLAST THROUGH GLASS

While patrolling the main floor, look straight up for hunters standing on the glass portions of the top floor. The glass is good protection generally, but a missile blast or an electrical pulse from a Shock Coil will hit the hunter on the other side of it and catch him by surprise.





KNOCK 'EM OUT OF THE RING

The node rings on the upper floor are incredibly small. If you catch another hunter in one of the rings, use a Battle-hammer shot or a missile to knock him out and interrupt his hacking procedure.

CONTROL THE UPPER FLOOR

There are two node rings on the top floor in two-hunter matches and three node rings in the upper reaches in three- and four-hunter battles. Get to the top floor as quickly as you can and run the circuit between the nodes. While standing on one node, watch the others, and target hunters who attempt to take them over.

BATTLE FOR THE MIDDLE GROUND

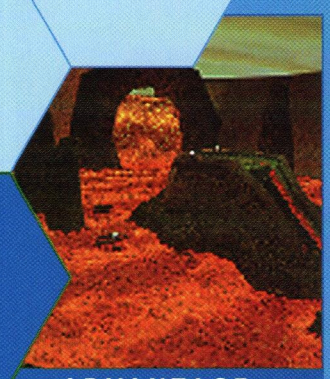
The Defender-mode ring is on the main floor. Before you enter the battle for the ring, teleport to the top floor, grab the Battlehammer, and fire on the hunters in the ring from your perch. When you're out of ammunition, drop into the ring in alt-form and defeat the weakened hunters. If you notice another hunter on the top floor while you're in the ring, move to the far side to prepare for that hunter to lob shots or drop in. Try to stay in the ring as long you can, stepping outside only when necessary. If you leave another hunter by himself in the ring, he'll rack up precious ring-defense time.

THE FOURTH RING

The node ring in the arena's lowest level appears in four-hunter matches only. Take it over on your way to the top floor via a basement portal. Noxus's Vhoscythe and Spire's Dialanche are both good choices for hunter alt-forms to use while taking over the ring.

ALINOS GATEWAY

The molten grounds of Alinos Gateway are dangerous. Stick to the perimeter when you're low on health.



ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

SPIRE

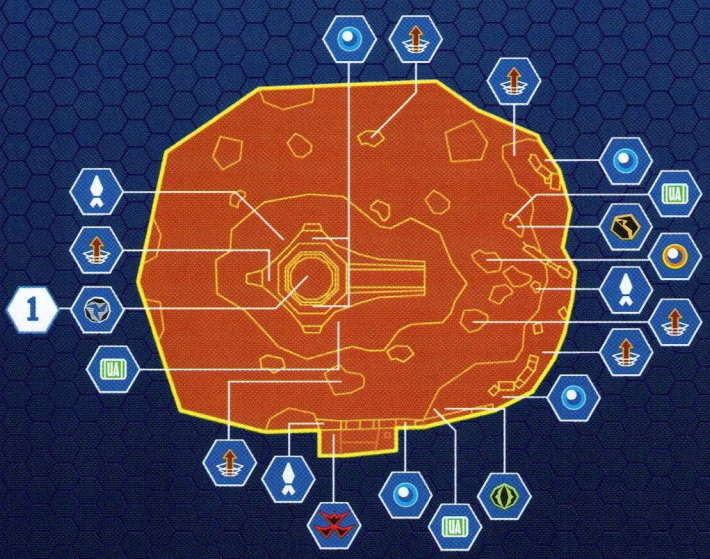
Spire is unaffected by lava, making him a natural choice for Alinos Gateway, and his ability to climb walls allows him to reach the area's numerous sniper points with ease.

DEFENDER • NODES

SAMUS

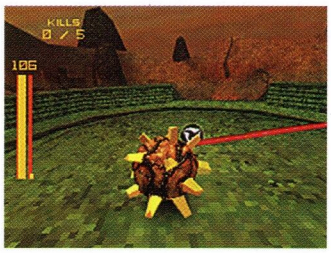
Samus's Morph Ball Bombs are effective in ring-node battles against multiple opponents. By rolling around while placing the bombs, she can avoid being lifted by the blasts. Staying close to the ground will allow her to place bombs where they'll do the most damage. Although Samus is not impervious to lava, she is able to cross the hot stuff quickly in Morph Ball form, thus minimizing the damage she will incur.

BATTLE • SURVIVAL • PRIME HUNTER



1 LAY LOW

An affinity weapon appears on top of the structure in the center of the arena. Roll into your hunter's alt-form and enter the open space low to the ground. You'll be a small target as you collect the item. Hop onto the closest jump beam to the arena's outskirts.



PUSH WITH POWER

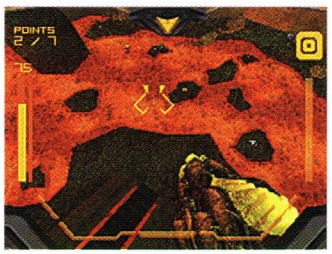
You'll find foes holding forth on small islands in the lava. Use a weapon that has a wide blast radius, such as a Magmaul or a missile, to knock the targets off the land and into the lava.

RUN FOR COVER

Wall segments on the arena's outer edge provide cover from attacks. You can find energy power-ups behind walls, too. When you're ready to leave and the coast is clear, make your way to one of several jump beams along the perimeter to take off for a new destination.

THE JUMP BEAM CONNECTION

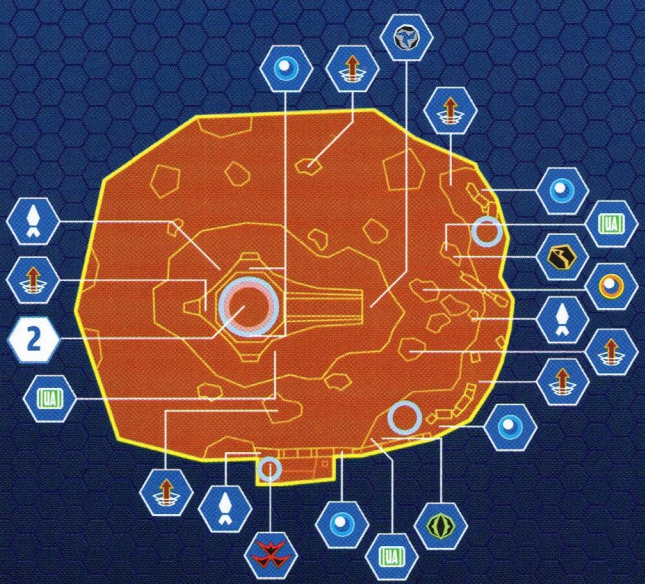
Since so much of Alinos Gateway's surface causes damage on contact, the area's jump beams provide the best way to get around. The beams are angled. If you approach one from behind and move in the direction that it is aiming, you'll go as far as it can take you and land within close proximity to another beam. Follow the circuit all the way to a high ledge and an Imperialist weapon, and use your vantage point to snipe the hunters who are out in the open.



ISLAND HOPPING

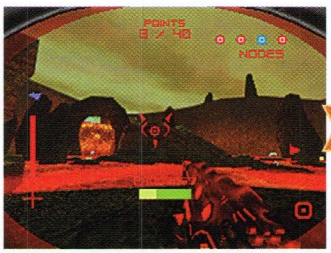
When crossing the lava, don't spend much time on any given island. If your enemies are able to get a bead on you, they'll attempt to knock you into the lava. Keep moving and seek cover on the edge of the arena.

DEFENDER • NODES



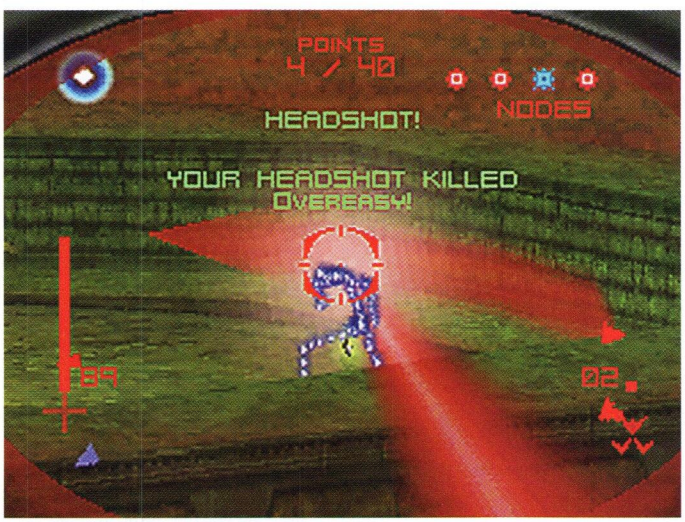
STICK AND MOVE

Hop onto the jump-beam circuit and stop to take over the two node rings on the lava level (one appears in a three-hunter battle, both appear in a four-hunter contest) as you make your way around the arena. If you manage to take the nodes early in the contest, you'll be well on your way to victory.



SNIPER SECURITY

After you take control of the node ring on the central structure and the nodes at lava level (which appear in three- and four-hunter matches), head for the sniper nest. Hack into the node that is inset from the ledge, then step out onto the ledge and use the Imperialist to protect your property.



2 RINGSIDE SEATING

The Defender-mode ring (and one of the rings in Nodes mode) is on top of the structure in the middle of the lava pool. When you arrive, you'll likely find other hunters fighting over it. Collect the two energy power-ups on the arena's edge while you watch your enemies spar. After the others are sufficiently damaged, go in for the kill, then take over the much-fought-after real estate.

VDO GATEWAY

VDO Gateway's ice and sunken bowl make fights for the middle ground intense.

ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

KANDEN

Kanden's Stinglarva alt-form makes maneuvering on Vesper Gateway's outer ring easy. His standard form is a good choice for central-arena combat. His Volt Driver seeks opponents while charged.

CAPTURE

SAMUS

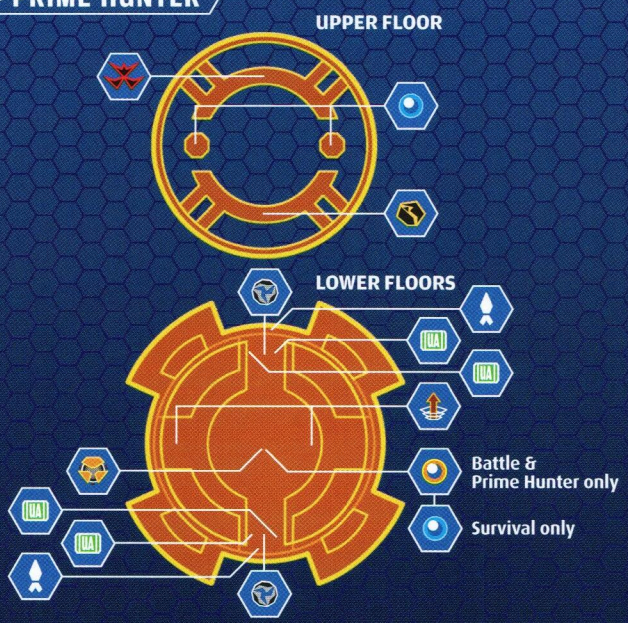
Speed is of the essence in Capture mode, and Samus has it in her Morph Ball alt-form. Use her to zip between Octolith locations.

DEFENDER • NODES

SPIRE

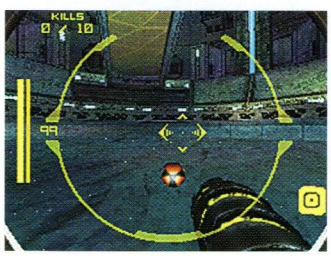
The Defender-mode ring and one of the Nodes-mode rings are on an icy surface. Since Spire's Dialanche alt-form has very good traction on ice, he's the perfect choice to knock others out of the rings.

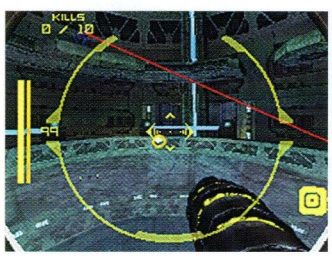
BATTLE • SURVIVAL • PRIME HUNTER



RACE TO THE MIDDLE

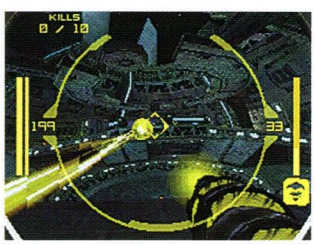
Though, it's good idea to stay away from the center of the VDO Gateway to avoid being an easy target, there are two good reasons to venture to the middle, at least for a short time. The bowl at the bottom of the arena holds a Double Damage item. Jump into the center from the start, and race for the prize. You may have a hard time getting out of the bowl in your hunter's standard form due to the sharp angle of the sides. Roll into your alt-form if that gets you out of the bowl faster. Once you're out, keep an eye on the bowl spot when the item regenerates. You'll find energy in the central platform above the bowl.



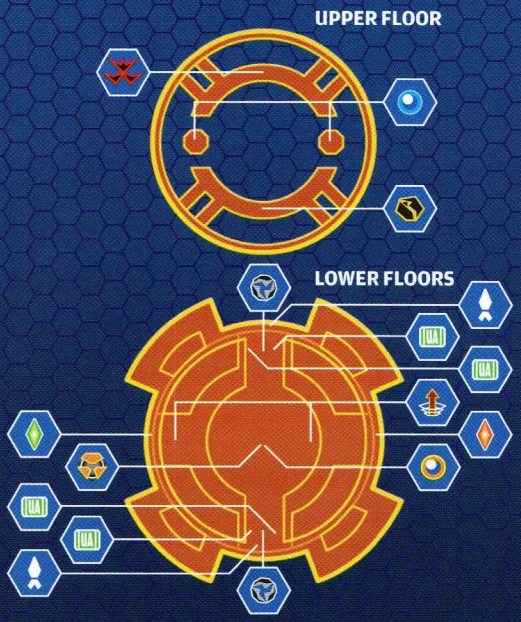


SEEK SAFETY

Sometimes you just need to rest while the other hunters have at it. Take a jump beam from the main floor to the rafters where you'll have cover from the foes below you, or look for alcoves on the sides of the main floor where you can get away from it all for a few seconds.



CAPTURE



STAY ON OFFENSE

When you're teaming up with another hunter, go tandem on a mission to collect the other Octolith. Since the bases are fairly close, you should be able to defeat your opponents after they collect your Octolith. Also, they won't be able to score with your Octolith if you have theirs.

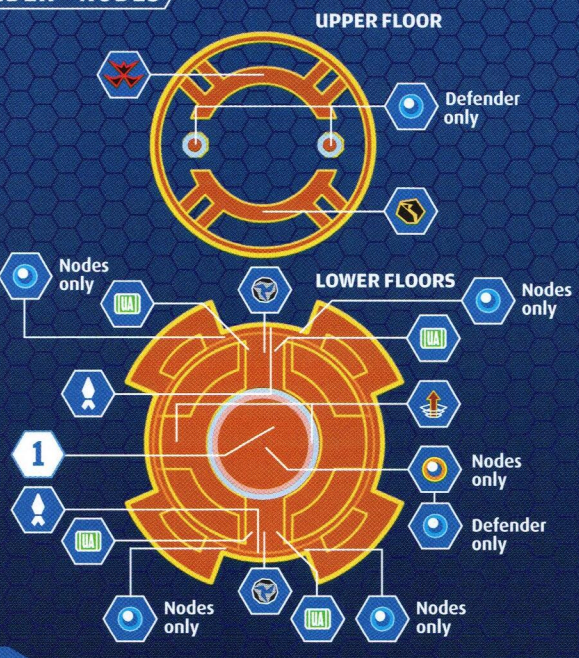
JUMP BEAM EXPRESSWAY

After you steal your opponent's Octolith, try the arena's top route on the way back to your base. Hop onto a jump beam and aim for a small platform in the upper reaches, which holds an energy power-up. The way around to the base on the top path is longer than a run through the center of the arena, but it's also safer and it holds useful items. If the Double Damage item is available in the center, choose that route instead.

DOWNTIME STRATEGY

If you're not currently going after the enemy Octolith or an opponent who has stolen your Octolith, check the center of the arena to find out if the Double Damage item is available. The power booster will help you immensely once the action heats up again.

DEFENDER • NODES

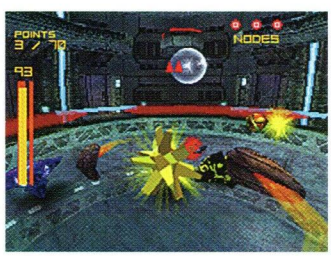


BATTLE IN THE RAFTERS

The elevated node rings that are part of three- and four-hunter battles are small and slightly difficult to reach. Try to knock your enemies out of them. When you're alone on a node, watch the other nodes, or look in the direction from which enemies beam up to the node.

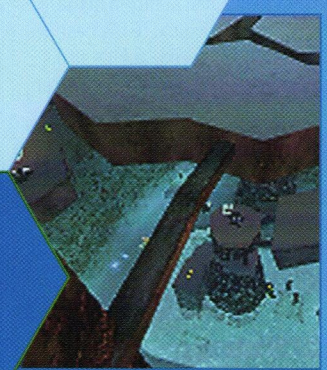
1 ALT-FORM FIGHT

The Defender-mode ring is huge and icy. Roll into your alt-form to zip around the ring and gain some traction. If you're not in your alt-form, be ready to jump to avoid the low alt-form attacks of the other hunters.



ARCTERRA GATEWAY

The vertically oriented Arcterra Gateway is a perfect playground for hunters who aren't afraid of heights.



ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

SAMUS

You don't have to possess perfect aim if you have homing missiles. Samus's charged projectiles are great to have for fights in Arcterra Gateway's wide expanses.

CAPTURE

NOXUS

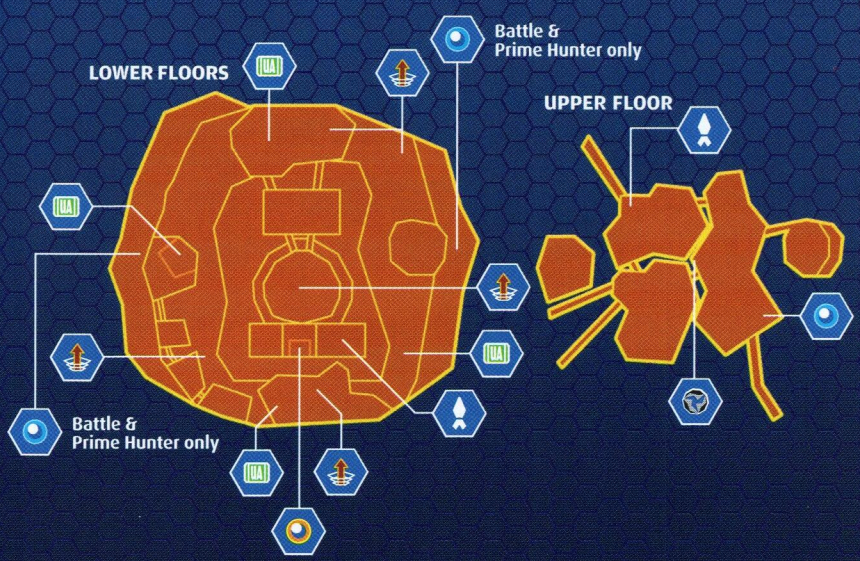
Enemies can't go anywhere with a stolen Octolith if they're frozen, and Noxus is the hunter to stop them in their tracks. He can also knock adversaries off ledges easily in his Vhoscythe alt-form.

DEFENDER • NODES

TRACE

He's not just a long-range specialist. Trace, in his Triskelion alt-form, can pull off a strong lunging attack that pushes his opponents out of node rings.

BATTLE • SURVIVAL • PRIME HUNTER



INVISIBLE ASSASSIN

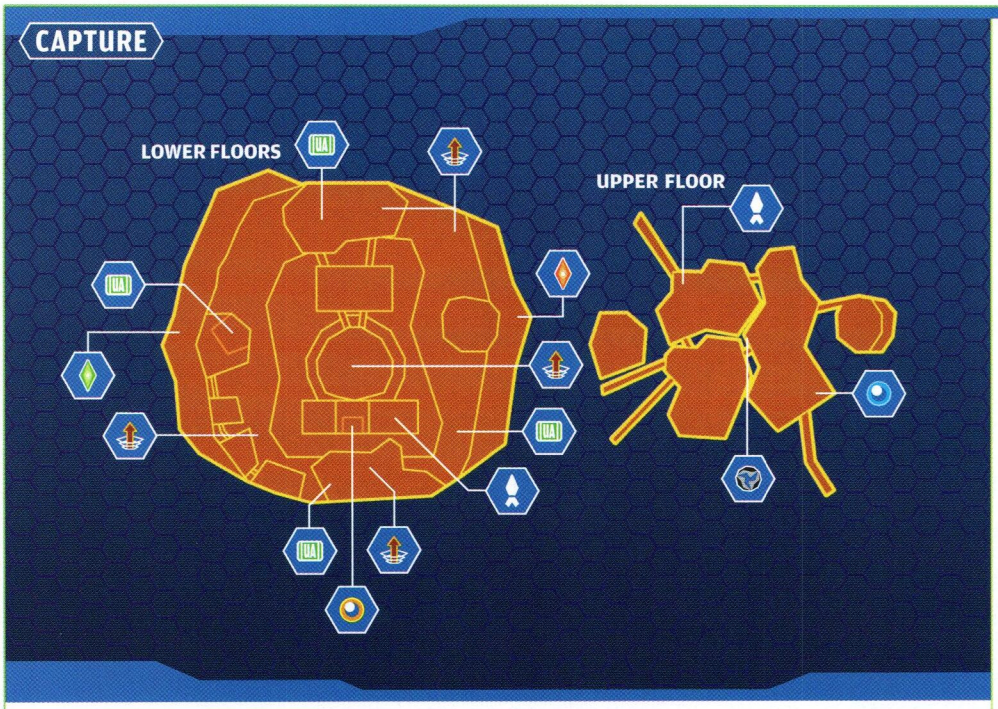
Every hunter can take advantage of Trace's skills in Arcterra Gateway by collecting the Imperialist from the highest platform. It'll make you deadly from long distance. If you control Trace, use the weapon to defeat foes unseen. They will see the origin of your beam, so adjust your position between shots.

PLATFORM COVER

There are gaps between sections of the upper platform. Your view of the lower area is limited while peering through the cracks, but you may catch a view of an enemy who is unaware of your position. Train your weapon carefully at the target and release your most-powerful shots.

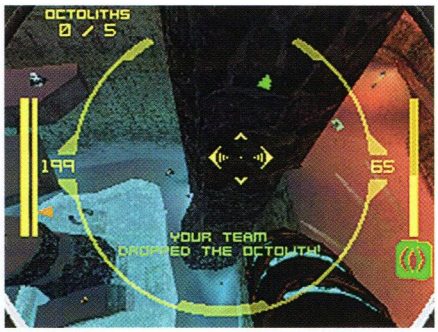
SOFT LANDING

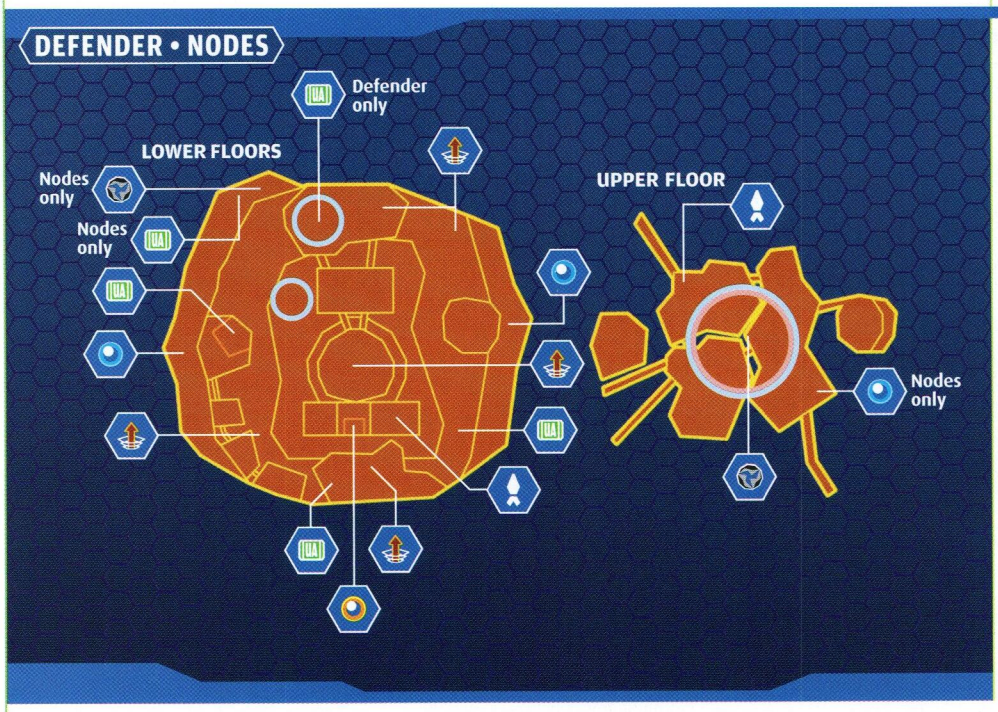
It's easy to find yourself airborne in the Arcterra Gateway arena without a good idea of where you're going to land. If you are floating through space, you'll have a better chance of losing little, or no, health by transforming into your hunter's alt-form. Also try to jump in midair to break your fall just before you hit the hard surface.



MIDDLE-GROUND MANAGING

The Octolith bases are both above ground level and below the top tier. Stay in that middle area and watch over the Octolith-shuffling action. There are several ledges from which you can watch one or both of the bases and pick off opponents. If you fall, pick up power-ups then hop onto the jump beam and return to the place where the action is.



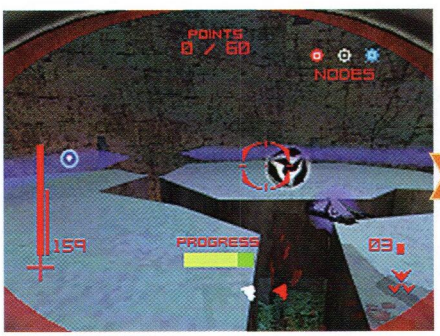


ROCK THE BOTTOM RING

With all of the action in the upper section, you may find that the node ring at the arena's base is going unattended. If you fall from the rafters, or if you're low on energy and you want to refill by collecting the Large Energy at the bottom of the arena, take the time to hack into the bottom node ring, too. The surface is slippery, but Samus and Spire will gain traction in alt-forms.

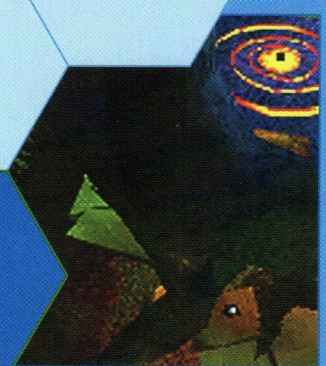
RING JUGGLING

The multihack bonus is a big plus for Nodes-mode domination. Your best chest chance to own more than one node ring at a time is to go after the two nodes near the top of the arena (both of which are available in three- and four-hunter contests). Engineer a route between the nodes (take a jump beam from the lower of the two, drop from the top one) and keep the nodes in your camp.



OUBLIETTE

The site of the single-player adventure's finale is a towering multiplayer arena stocked with one very powerful weapon.



ADVANTAGE

BATTLE • SURVIVAL • PRIME HUNTER

SAMUS

The absense of Affinity weapons in the Oubliette arena's Battle, Survival, and Prime Hunter modes gives the advantage to Samus and her charged-up homing missile.

DEFENDER • NODES

NOXUS

Noxus's Vhoscythe alt-form is great for close combat, giving him the edge in battles for the arena's two smallest nodes. In standard form, he can freeze enemies and get in a few extra hits while they thaw. That'll weaken his foes for the fight over the larger node.

BATTLE • SURVIVAL • PRIME HUNTER

ROCKET RACE

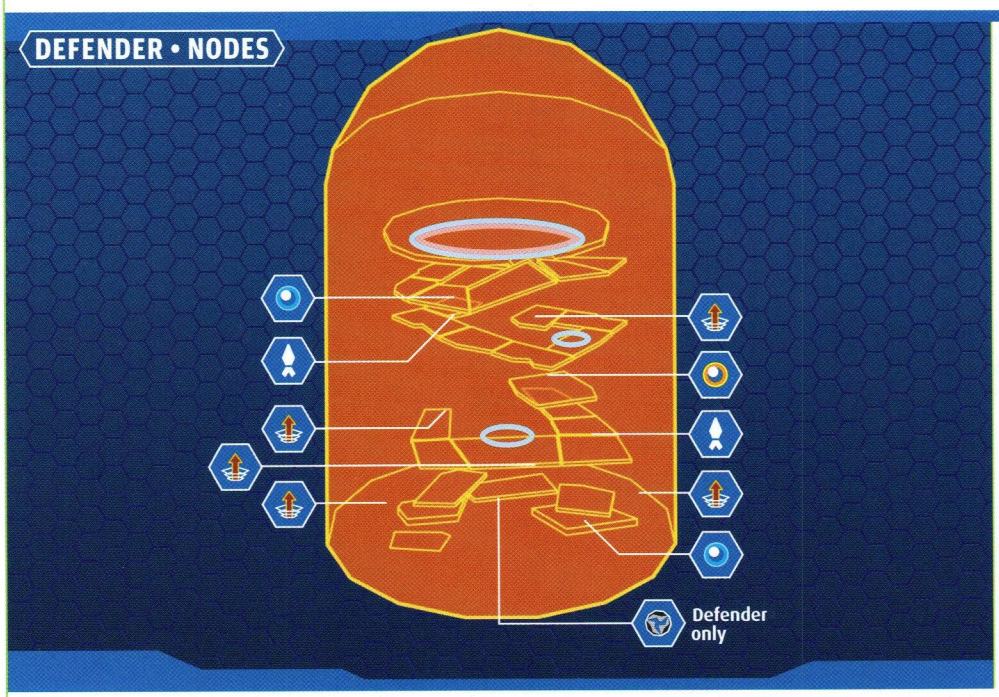
Since most modes don't seed the Oubliette arena with weapons, the scramble for energy and missiles is crucial. Starting at the bottom of the arena's spiraling platform network, grab what power-ups you can find, then try to beat all other hunters to the top. Missiles are more powerful than standard guns—they also have a wide blast radius, causing collateral damage—so he who controls the missile stockpile will have an advantage. A series of jump beams gives you shortcuts to the top of the spiral, as long as you know where to land. The jump beam on the outside edge of the lowest level will carry you to a midlevel platform that holds a missile power-up.

RULE THE ROOST

The position at the top of the arena gives you a tactical advantage over those below you. You'll be able to pick off foes waiting on lower ledges, and you'll have better access to the Large Energy that generates in the middle of the arena. It's much easier to drop to the item than to jump to it from a midlevel platform.

OH, MEGA!

The Omega Cannon that generates at the top of the arena is equipped with a single round of ammunition. It's a slow-moving explosive that detonates as soon as it hits anything. The blast radius is so wide that it will reach, and obliterate, any hunter who is not behind cover. Fire down from the peak, then back away from the ledge to protect yourself from the blast. After the explosion, return to the center for another round.



LOW-RING EXPECTATIONS

The arena's lowest ring node generates the most competition because of the ground-floor location of the spawn points. Either hack into it on your way up and hope that your competitors will defeat each while they attempt to claim it as their own, or head straight for higher ground to dominate the other two node rings that appear in three- and four-hunter play.

NODE-RING LOOKOUT

After you take control of the two node rings located on the path to the top of the arena (both available in three- and four-player battles), climb to a vantage point from which you can see both rings. Knock foes out of the rings using missiles, or drop to the rings and protect your property from close range.

AN AFFINITY FOR DEFENSE

In Defender mode, an affinity-weapon power-up appears on the ground floor of the area. It gives the owner command of his Affinity weapon. Take it and head for the arena's peak, where you'll find the large Defender ring (the top node in Nodes play is equally large), and use your Affinity weapon and alt-form to defeat all challengers. When you beat a foe, you'll have several seconds to reign supreme while he regenerates and climbs back to the top. Look over the edge into the middle of the arena and stop potential attackers from reaching you.

LOGBOOK ENTRIES

You're not an MPH completist unless you've scanned all of the logbook entries. Use this list to find them all.

LORE

Logbook Entry	Planet	Page
Alimbic Cannon 01	Alinos	65
Alimbic Cannon 02	Alinos	65
Alimbic Cannon 03	Alinos	65
Alimbic Cannon 04	Alinos	65
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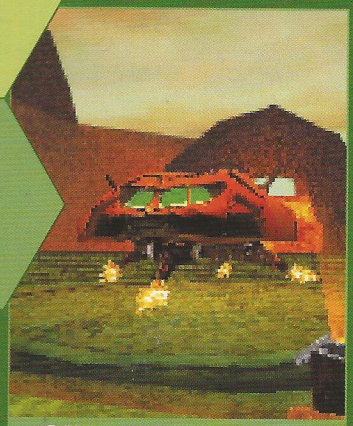

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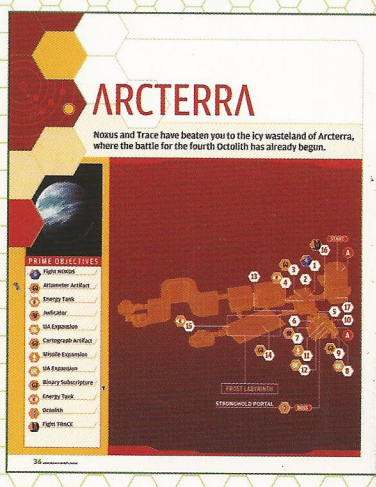

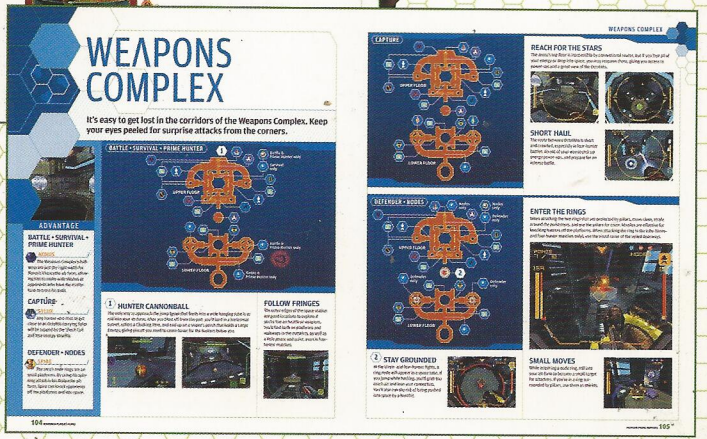

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